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|-----------------|------|
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| 04. Dughead     | 3:56 |
| 05. Coast       | 3:57 |
| 06. Signpost    | 4:30 |
| 07. E.A.R.      | 3:18 |
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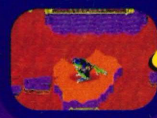
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# Coverdisc

**Seen the advert? Read the preview? Well now play the exclusive demo! Aren't we just lovely to you?**

Not being content with a stonking four page preview of Eidos' latest winner, *Swagman*, we thought that you loyal readers deserved more. So risking our lives, we braved the foreboding world of computer software to bring you and only you, this exclusive one level demo.

You take the role of Zack and Hannah on a quest through the real world and beyond into the realms of the Swagman himself, the Dream World. Please note that the two realms do have slightly different control methods, so please read the instructions first!

## **Real World**

Button A — Will allow you to use which ever item is in your left hand.

Button B — The jump button.

Button C — Will allow use of the item carried in your left hand

Button X & Z — Toggles the player between Zack and Hannah.

Button Y — Will allow you to push or pull an object.

Left Collar Button — Inventory screen access, press it again to hide it

Right Collar Button — Run Button.

Start — Pauses and thus restarts.

## **Dream World**

Button A — Delivers Zack's Power Punch and Hannah's Claw Ripper (Ouch!)

Button B — Jump button, pressing this twice will access your super-jump!

Button C — Delivers Zack's Mega Butt and Hannah's Pirouette.

Button X — Nothing, not a bean, sorry chums!

Button Y — Delivers Zack's Fire Breath and Hannah's Laser Eyes, hold down this button and then the desired direction on the D-Pad to direct these attacks.

Start Button — Same as before.

Right, all you have to do now is slap it in the drive and Bob's yer uncle. Happy gaming and sweet dreams, Kiddie-Winks!





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# TOTAL PLAYSTATION

*This Issue*

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# Things are looking up!

**S**ega has received some good news, at last, in terms of profit and sales. With last year's sales in the States having far exceeded their expectations, added to this American boom, their worldwide Saturn sales have topped a massive seven million units!

1996 has certainly been the year of the Saturn in the US, with reported sales of 1.6 million units and an increase in software sales of a staggering 176%. This huge increase in games sales has bought Sega an increase of 5.5 million to its end of year profits.

Sega of America's chief, Shoichiro Irimajiri, was quoted as saying "Strong titles and good value drove our sales beyond our expectations this year, especially over Christmas when some retailers were reporting that the Saturn was out selling the competition (Sony and Nintendo) at a ratio of 2:1."

So maybe all those industry people have been far too quick to write Sega's little darling off! What a bunch of crazy fools...



# News TOTAL SATURN More SF japery!

**W**hen you read on, you'll find still more *Street Fighter* chat, which should please you if you're one of those strange retro type fellas. Still not happy? Well, you'll soon be able to purchase arcade perfect versions of three of the original *SF2* games. Remember there were actually five — yes five — add-ons

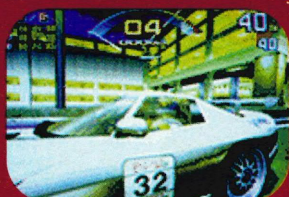
to the original arcade code. Firstly there was *SF2*, *SF2 Champion Edition*, *SF2 Turbo* and... oh, another one — who cares anyway?

Which of the five will actually be released has yet to be announced but they're all much of a muchness, boring and old. Never the less, if *SF2* is your thang, you'll be beaming your way through next summer!



# Knee Scraping Action!

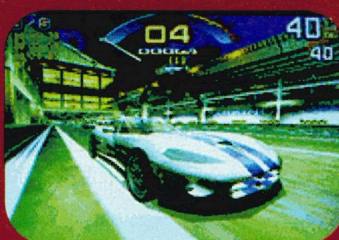
**S**ega's new Model 3 arcade racer *Scud Race* has arrived — yeuck what an awful title, it sounds like an open sore on a kiddie's knee type race game! (James, you really should think about getting some therapy, mate)



After much waffle from both Namco and Konami about both of

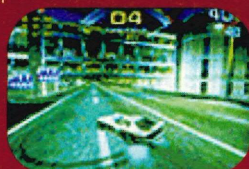
them having some new and updated arcade technology, Sega have already shut the pair of them right up, with this little darlin'.

The game is looking sexier than Gina Lee Nolan sat on the Spice Girls (look at the screen shots and drool) and is supposed to be



the best racing game since the mighty *Daytona USA*.

With *Scud Race* and *Virtua Fighter 3* Sega have again proved that they are the King of the Arcade Castle. As for a Saturn conversion, we'll have to wait and see. We can live in hope, so for now just look at these very lovely graphics. Mmmm! lovely graphics...







# City Of Angels, The Crow 2

**T**he Crow is sadly most remembered for the tragic on set death of Brandon Lee, Bruce's son. The film itself, whilst having its moments, was on the whole really very disappointing. So when a sequel was announced, Crow: City of Angels, we didn't really jump for joy, but being the broadminded people we are, we decided to give it a whirl anyway!

The film was excellent and far exceeded the first in terms of structure and visuals. The film was based upon the story of a bloke and his son, who stumble across a mob killing and are thus murdered themselves! Yet Ash comes back from the dead with the aid of a crow (The crow is the guide to the afterlife or something!) and seeks revenge against his killers — definitely hire it on video, it's cool.

Well the film is coming to a Saturn near you, very soon. The game is a clever meld of the excellent up and coming *Resident Evil* and the classic scrolling fighting game *Final Fight*. Wait, let us explain we mean...

The game is a blend of various genres. The main character, Ash is exploring a dark, neon lit city where he comes across various different odd characters, with which he can interact, some of which are good, some bad and most just plain weird, just like an RPG. For the most part, Ash will be attacked by the other



characters as he moves through the scenes and he must defend himself with a number of combat techniques, a la *Final Fight*.

The gameplay is viewed from multiple camera views and the background are lovely renders — *Resident Evil* ring any bells?

The game seems to have captured the dark and moody look of the film, with excellent graphics and what look to be some very depressing cut scenes!

Hopefully the various styles of gameplay will gel and the game will be an overall success. If the game is half as good as the film has turned out to be, we'll be looking at a winner for sure.



# Top Gun Related Action

**W**ith Sega's *Virtua Cop* series proving to very popular in both the arcade and on the Saturn, it was inevitable that other companies would try their hand at producing some copy-cat games to cash in.

Konami are the first to step up and try to go head to head with the mighty *Virtua Cop* duo, with a conversion of their arcade title

*Crypt Killer*, which is a 3D shooter with 2D bit-mapped sprites — not the full polygon goon of the Sega games. Whilst lacking the graphical appeal of VC it does have some nice additions to the gameplay. To add to the game's lifespan, Konami have also included various different routes through the game, much like VC2.

The game is based around more supernatural elements than the Sega game and players will encounter monsters and such like on their travels.

The game is still very linear, like all of this genre but as you progress, the player will reach cross roads

and will have to select which way the game will be played. *Crypt Killer* can be played via an on screen cursor or with a gun which has been produced by Konami — which will be packed with the title at release.

We have received some worrying reports that *Crypt Killer* will only work with their own

prepackaged gun, meaning if you purchased a pistol to play *Virtua Cop* it may not work with this new game, which may turn out to be very expensive indeed. Hopefully this is just gossip because when packaged with a light gun a game's going to cost you around £70! That smarts...







## Capcom's Gore Fest Stonker: Confirmed!

**A**fter promising to bring you further details as soon as we could, we can now confirm that *Resident Evil* is indeed heading for a Saturn near you.

For those of you that haven't heard of it before, let us bring you up to speed. *Resident Evil* first appeared on the Sony PlayStation almost a year ago, the game is best described as an interactive horror movie. You take the role of either Chris or Jill, two members of the Star Bravo team, sent to investigate a series of bizarre murders in Raccoon City. The weirdness seems to have localised in a mysterious mansion and thus you enter to investigate. Here in you'll encounter zombies, giant spiders and all the related gothic mayhem.

Play is very much in the mode of *Alone in the Dark*, moving a polygon generated character around a pre-rendered background. *RE* was a deservedly massive PlayStation hit and received rave reviews all round, so a Saturn conversion seemed a very good move. The Saturn version, whilst closely following the same path as the PSX version, will include some new touches and enhancements. The game's glitches and bugs will be ironed out and hopefully some of the more awkward camera angles will be sorted. The Saturn versions of Jill and Chris will also undergo a costume change and there will be some new secrets, not in the PSX code! This may be the ultimate version of the Capcom classic – fingers crossed!

Due for release in the fourth quarter of the year, we'll try and track down a full preview for you in time for our next issue.

## Oh Lordy, Another Street Fighter Game!

**S**treet Fighter – just the sound of these words strike fear into the heart of us journos at TOTAL SATURN. Please excuse us but we just have to get this off our chests: *Street Fighter 2 Championship Edition* was excellent and changed the face of beaties forever, but Capcom have flogged the license to death! We have seen in it various different versions, Super, Super X, Alpha, Alpha 2 and Whopper with Bacon and Cheese! With the biggest insult coming in the shape of the *Street Fighter The Movie*, one of the worst films we have ever seen!

With such games as *Fighting Vipers* and *Virtua Fighter*, in their full 3D glory, becoming so popular, we've come to expect more from our fighting games, than a couple of 2D sprite against static backgrounds. So, sadly the once mighty *Street Fighter* has fallen out of favour. This said, the games still have a massive following – but we ain't part of it!



Having tested the waters of 3D fighting with the gorgeous but shallow *Star Gladiators*, on the Sony PlayStation, Capcom are set to take Ryu and the gang into the third dimension – and it's about bleeding time!

The game *Street Fighter EX* is currently guzzling coins at an arcade near you, but we reckon that a Saturn conversion is just around the corner. The gameplay doesn't appear to have changed greatly, with each character with their own familiar moves albeit in 3D and as you can see, it looks top!

The game has all the familiar faces and a couple of new ones, Ryu, Ken, Chun-Li, Guile and Zangief we already know but here's a brief run down of the new pugilists. Hokuto, a Jap chick, Skullomania, a chap in a skeleton suit, Jack, an American with a baseball bat, Purna, another chick and Doctrine Dark, an odd fella with a noose!

Hopefully this will pull the *Street Fighter* series out of its rut and put it back in fighting form. More news about a highly likely Saturn conversion as soon as we can.



### The Chart

- |     |                      |        |
|-----|----------------------|--------|
| 1.  | Sega Ages            | Sega   |
| 2.  | Tomb Raider          | Eidos  |
| 3.  | Virtua Cop 2         | Sega   |
| 4.  | Command and Conquer  | Virgin |
| 5.  | Worldwide Soccer 97  | Sega   |
| 6.  | St Fighter Alpha Two | Virgin |
| 7.  | Doom                 | GTI    |
| 8.  | Athlete Kings        | Sega   |
| 9.  | Sega Rally           | Sega   |
| 10. | Madden NFL '97       | EA     |







# Project Overkill

**A** dark future once again awaits us. Someone is about to take over the world and it's your job to stop them. Sound familiar?

Konami's futuristic 3D blaster *Project Overkill* is about to hit the Saturn after proving successful on its PlayStation run. The game has a dark and depressing storyline (NOTE: Read in a low and moody tone)

The time is the future. The place is a distant planet. Your task is to over-throw

an evil government who plan to take over the galaxy. The world's only hope is a band of four insane mercenaries. Their fate is in your hands (lose moody and low tone, thanks).

You can choose your character from a bloke with a skin-head, a busty (aren't they all in these games) chick, a Lobo rip-off and a lizard-type geezer.

You move around an increasingly complex series of maze-like corridors and tunnels with a mission objective, which will change for each mission. As you progress, you'll also face off against some crazy end of level nasties.

It actually looks quite fun, running around with a big gun and wasting everything – and I mean everything, as



you can pretty much shoot anything on screen, be it a nasty or computer terminal – is always an appealing style of gameplay after all. Mmm, what fun!

Now we just have to wait for a preview copy to give you the full low down...



# Duke of Saturn

**O**ne of the best PC games of all time has to be the amazing 3D blaster *Duke Nukem* from GT Interactive. With its excellent graphics, tongue in cheek sense of humour and semi-naked chicks, it beat *Doom* hands down and the general office opinion is that

it also topples the other mighty title of the 3D blasting genre, *Quake*.

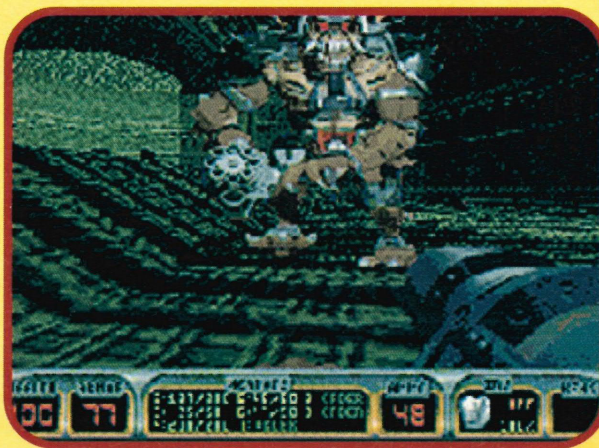
So it's with the upmost pleasure that we can announce that *Duke* is blasting his way onto your Saturn. The very nice fellas at Lobotomy, the same guys that programmed the excellent *Exhumed*, have set about converting the PC code. Yet unlike the lazy second rate job that was done on Saturn *Doom* (read the review in this very issue) the boys have decided to strip the coding down to its basics and tweak it. This should produce a version that will exploit the abilities of the Saturn, not just a port of the PC version, which in most cases runs



slower and looks cack, as I'm sure we've already mentioned in connection with *Doom*...

The Saturn game will be based around an updated version of the 3D engine used for Saturn *Exhumed*, which looked lovely anyway, so *Duke* will rule in the looks department. This version will also make good use of the Saturn link up facilities, allowing you to take part in a death match with a bud! This play option on the PC is superb and because of the differing heights and levels of play, it also makes for a far more tactical blast than that of *Doom*.

Our only worry concerning the Saturn version is that some of the more risque elements of the game may be removed – such as the naked chicks and excessive gore. Hopefully *Duke* will reach us in all his bad taste glory and if he does, boy we're gonna have some real fun tonight, baby!





Help! Our dreams are being stolen by an evil robber from another world. TOTAL SATURN takes a sneak look at the next big thing from Core. Just hope we can stay awake to do it!

# Swag

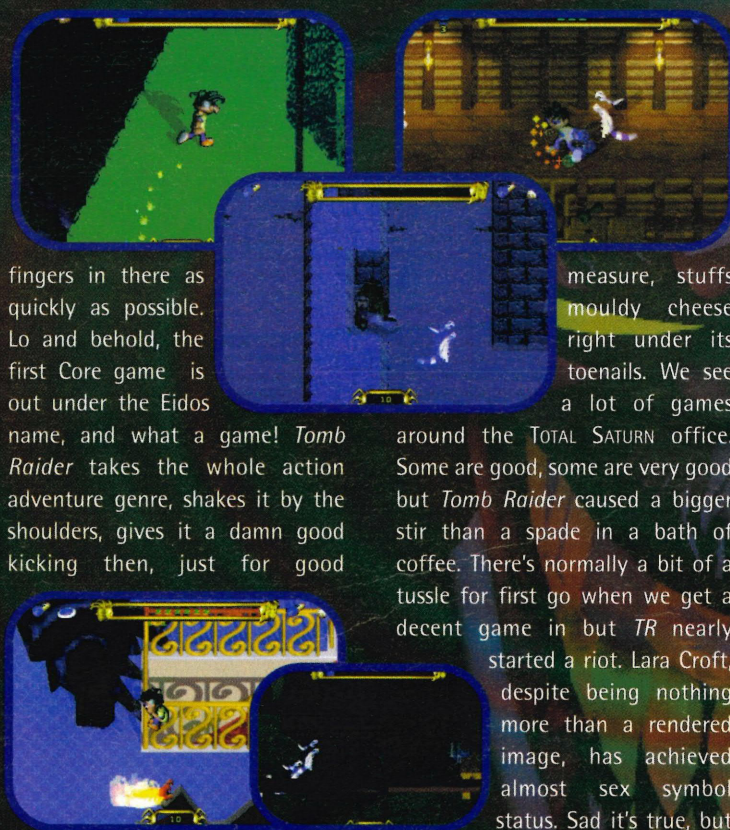
It's funny but Core seem to have come out of absolutely nowhere and plonked themselves right on top of the development pile, without so much as a by your leave for the more established front-line publishers. It's not that they're new to the game. They've been around for quite some time but they've never been at the forefront of innovations, producing decent if derivative titles which have gone on to sell in respectable if not world-beating numbers. Eidos however clearly spotted something more to Core, than a safe and steady software house and made it their business to get their

fingers in there as quickly as possible. Lo and behold, the first Core game is out under the Eidos name, and what a game! *Tomb Raider* takes the whole action adventure genre, shakes it by the shoulders, gives it a damn good kicking then, just for good

measure, stuffs mouldy cheese right under its toenails. We see a lot of games around the TOTAL SATURN office. Some are good, some are very good but *Tomb Raider* caused a bigger stir than a spade in a bath of coffee. There's normally a bit of a tussle for first go when we get a decent game in but *TR* nearly started a riot. Lara Croft, despite being nothing more than a rendered image, has achieved almost sex symbol status. Sad it's true, but



The superbly designed backgrounds help create a unique cartoon feel throughout.



## Dreamthieves

Zac and Hannah will have to have their courage and wits about them at all times to defeat the sinister forces threatening their very existence.



### The Swagman

The Swagman himself is a frightening and nasty figure with a twisted aim. He hates the thought of people sleeping peacefully, dreaming happy dreams and smiling as they doze. His evil plan is to fill everyone's heads with nightmares and leave them in an eternal torment, from which they cannot wake.

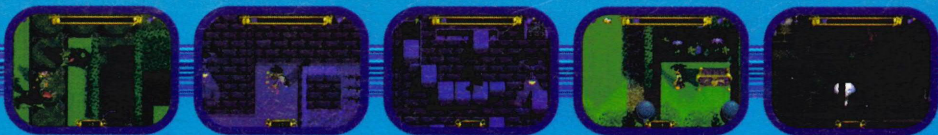
### Skallywags

No root-of-all-evil-type sinister being is complete without an army of supremely vicious and braindead minions to do his

wicked bidding and the Swagman is no exception. His horrible little followers are the Skallywags — so show 'em no mercy.







# Swagman



she's earned it. There's even a nudey piccy of her floating around on the internet but we can't tell you where it is, 'cause we're not that kind of magazine, not 'alf!

There's only one problem with releasing a world-beating game — you've either got to retire on the proceeds or follow it. The first is far the easier option, especially with a game of *Tomb Raider's* majesty. *TR2* has already been in development



for some time, apparently they'd already started it even before they finished the first game!

However the fruits of those particular labours are not scheduled to be seen until November — if we're lucky. In all moi eighty yurs in this fun but rather odd biznuzz, oi've never yet see'ed a scheduled release date met. Okay, a slight exaggeration but you get the point.

So it's up to the new *Swagman* to keep the Core flag flying for us in the meantime.

The name might conjure up pictures of a guy in a hooped sweater, mask and beret lurking about with a black sack over his shoulder but as it happens, cat burglary has about as much relevance to *Swagman* as Attila the Hun does to Tic-Tacs.

The *Swagman* is actually a very nasty and evil creature from a place known as the dreamworld, from where



The isometric style and game view should make guiding Zac and Hannah around their world a piece of cake... Clumsy!



he's responsible for all the nightmares in the world. Cancelling out his evil and creating equilibrium are the dreamflies, who give people nice dreams with the aid of dreamdust. There were 12 dreamflies in the dreamflight but they've all been kidnapped and locked up by the dastardly old *Swagman*, leaving the world at his mercy. With nothing but evil filling their heads,



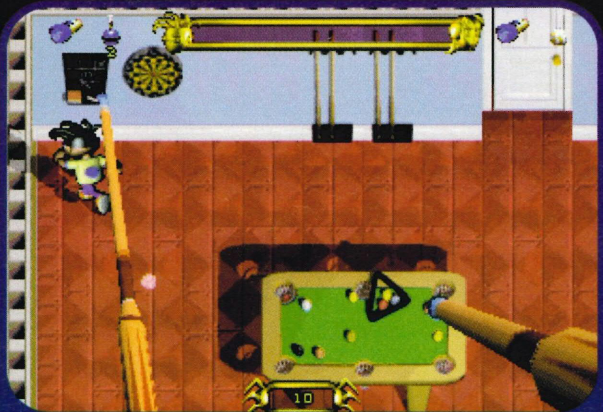




Ghosties and ghouls — there's a definite spooky and scary edge to *Swagman*.



"It's Locked, I'll use this key."



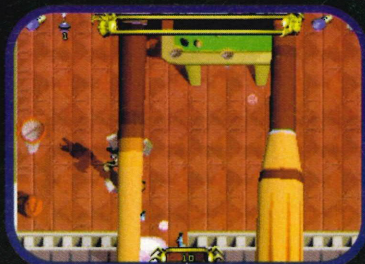
In a world of evil dreams, you're like a tiny pool ball, knocked around by monstrous cues!



the people of the world won't awaken from their dark slumber until the dreamflight is released. So he's a sort of dream bogeyman — a bit like Freddy Kruger

The responsibility of defeating the Swagman and all his evil henchman (the Skallywags) falls to Zac and Hannah, the last two kids awake in the city after they witnessed the Swagman himself capture the last of the dreamflies.

After *Tomb Raider*, *Swagman* returns to a more traditional format — a kind of forced isometric viewpoint. So far though, it's looking very promising indeed. The storyline is straight out of a fairytale, albeit a dark one, and the graphics look very nice with loads of light sourcing effects to bring everything to life. In fact the brainchild of Core's top man Jeremy Smith, is packed with beautifully drawn backdrops and



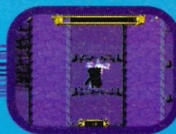
## Zac & Hannah



Zac and Hannah saw the last of the dreamflies snatched from the air by the gruesome Swagman, as he lay in wait outside their home. The house was then invaded by horrid Skallywags, who shrunk Hannah and imprisoned her in a birdcage. Luckily Zac was able to hide — but how can two children defeat the mighty Swagman? It's a computer game — that's how!







rendered sequences with a unique cartoony style all of their own.

It's an action adventure, with bad guys to defeat and objects to collect and use, across 16 locations and six sprawling levels. There'll also be plenty of big end-level fatties to combat and all sorts of puzzles to solve.

The battle takes place not only in the real world but in the dreamworld as well. Here Zac and Hannah are transformed into 'dreambeasts'. This gives them all sorts of new and useful abilities, essential if they're to complete their quest.

Core are pretty rapidly establishing themselves as the feather in the hat of the Eidos Interactive group. Domark are more geared towards the PC side of things and the former US Gold have been rather quiet on the Saturn front, though they do have



a few things in the pipeline for PlayStation, so you never know. If *Swagman* lives up to its promise it'll further enhance Eidos' and Core's growing reputation as one of the most exciting and innovative developers on the super consoles and in particular the Saturn. For many companies the PlayStation seems to be the premier machine, with Saturn conversions following sometimes months later. By contrast, Saturn *Tomb Raider* beat the PlayStation version by more than a month and *Swagman* looks



"It's Locked, I'll use this key."

That does always seem to be the best policy — though whether you'll find the keyhole in the dark is another question...

like doing the same. This is just the boost the Saturn needs and if other publishers begin to take note we could well see a great 1997. Well done Core, and get a reviewable *Swagman* to us as quick as poss. We can't wait to get our mitts on it! ●



Two cute kids in a big dark world — it's kinda sweet!



## Fact Sheet



Publisher: Eidos  
Players: One  
Price: £44.99  
Released: Spring  
Game type: Action adventure

## Fact Sheet





# Independence Day

One of the biggest money making films is about to make it's debut on the Saturn! No it's not the Sound Of Music, though that isn't such a bad idea!

**I**ndependence Day, no matter how flawed, was without doubt the movie of 1996, taking in excess of £300 million at box offices around the world. So, a money maker of this extreme was definitely up for a home conversion, which has left all of us at TOTAL SATURN looking at the upcoming game rather gingerly.

With a flick that has had this much favourable press, we were worried that any game tie-in would be just relying on the movie's magic to sell the title and thus putting out a duff, rushed product, like so many film tie-ins have done before. IN fact, we were expecting to see a duff 2D

platformer, with a poorly animated tiny Will Smith sprite legging it around the usual platform type backgrounds! Well Fox Interactive have surprised us yet again, as *ID4* makes it way onto the Saturn on the shiny wings of a supersonic jet fighter plane.

With a lot of the movie's running time taken up with aerial

dogfights between the aliens and the humans — this would seem the logical way to go with the production of the game.

## Too much Hype, That's your trouble!

The film, for all those that haven't seen it (and there must be one or two of you out there) tells the over-used story of an alien takeover of this lovely planet of ours — but us humans won't give up without a fight. So, it's up to an airforce pilot and a geeky scientist to save the day — stop us if you've heard this all before, won't you!

Of course they do save us, amid much male bonding and wooden acting. Even though the film plays like an update version of the many 1950's Sci-Fi flicks, complete with the expected thin plot, ham acting and the usual "I have a plan.....it's a long shot but it might just work!" ending, it had its good points. It did contain some truly stunning SFX sequences — the aliens' first strike against the Earth's major cities is truly fantastic, for example.

The game follows the plot quite carefully, pitting you against the aliens over a number of different

locations. The cities that you have to protect range from New York and Moscow to Tokyo (well, we suppose it makes a nice change from Godzilla giving it a good kicking!) The player is even taken right inside the alien Mother ship for the final confrontation — a plot to

install a computer virus to destroy them — this being the plan that just might work...

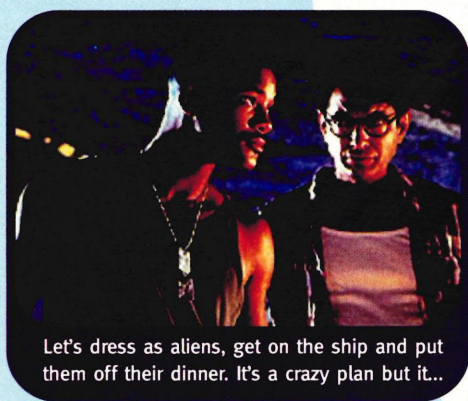
The levels are based around certain missions, that usually involve heading a squadron of aircraft attacking the alien ship, looming over the city in question.

The gameplay itself owes far more to *Air Combat* than *Gunship*, choosing to adopt a more arcade style in the many flying sections. This means you don't have to read an instruction manual the size of 'War and Peace' before you can even take off. The player is given the option of flying a number of different jets, including F-18's, Eurofighters and Migs, all of which have considerably different capabilities.

## Looks ain't everything!

Graphically, the game is very well done, with its locations being instantly recognisable from the film and each level provides a fully rendered 3D environment to blast some alien butt in! The aircraft themselves are all viewed from behind — an internal view option is not present, as of yet. The actual movement of the craft is very realistic and smooth, as is the update of the game, with none of the usual pop-up. The graphics for the inside of the alien mothership are also spot-on to the flick, even down to coming face to face with little alien rascals themselves.

Let's just hope that the game doesn't mirror the film and has more than lovely visuals and little else. Well we'll just have to wait to March and see, that is unless we all get blown to tiny little bits by little green men in the meantime... ●



Let's dress as aliens, get on the ship and put them off their dinner. It's a crazy plan but it...

## Fact Sheet



Publisher: Acclaim  
Players: One  
Price: TBA  
Released: Spring  
Game type: Shoot-'em-up

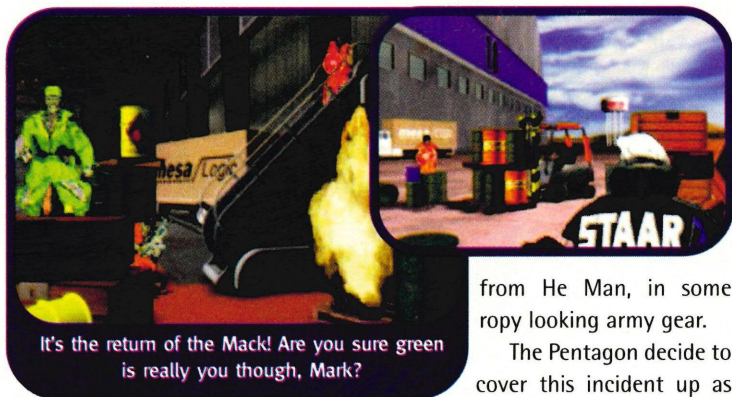
## Fact Sheet







# Area 51



**A**rea 51 is alleged to be a UFO research location, hidden in the United States. We say alleged because the American government deny any knowledge of the place — it's not on any maps but there is defiantly a tangible place. Oh, conspiracy theories all round!

Area 51, the game, goes along with the idea that alien contact has already been made, not by their own choice but by their having crash landed on our planet, just like Roswell. When their presence was discovered, the alien species, the Kronn, were taken straight to this secret installation. So the bases' scientists could poke and prod at them in the name of science.

Unfortunately, the lucky Kronn managed to overpower their captors and take over the base. In doing so, they turned the soldiers present there into zombie type things, which look like Skeletor

from He Man, in some copy looking army gear.

The Pentagon decide to cover this incident up as quickly and quietly as possible, by sending in a group of marines known as STARR. A brave attempt to prevent possible alien invasion? Naw, a plan to cover their own butts from the public eye!

As you've guessed, you take the role of one of the members of this crack unit and thus it's up to you to waste this alien scum and get home in time for the Simpsons.

**I've got the platform blues, baby!**

This may sound like a duff platformer but actually this is a 3D light gun game — shocker innit? The gameplay is similar to that of all the titles in this genre, *Virtua Cop* and its kin, set in a full 3D environment with a preset camera route following the action. The linear nature of the title has been noticed by the programmers, who have obviously put a lot of time in to create fresh ideas for it. These include using trips in jeeps and helicopters to spice up the basic flow of play.

The backgrounds are very well designed and detailed with an excellent and continually changing play environment. This ranges from a plain dirty old warehouse, to a hi-tech UFO landing in Roswell. The baddies, unfortunately

don't appear to have had half as much time lavished upon them!

The alien ones come on screen as 2D Bit-map sprites, digitised from live actors, instead of the lovely looking polygon nasties of *Time Crisis*. These zombie creatures don't just lumber around the screen looking dead, oh no. If you don't waste them quickly, they'll start firing back pretty sharpish — not so good for your life-bar!

There are also elements of the background which can be shot, such as the barrels —which explode taking out everything nearby — and of course the usual weapon power up and health icons.

The player is also rewarded by shot accuracy, so there's none of that 'pull the trigger and hope' stuff. The player starts the game as a lowly foot soldier but if you try hard, conserve your energy and don't waste all your ammo you'll find you'll climb the ranking ladder.

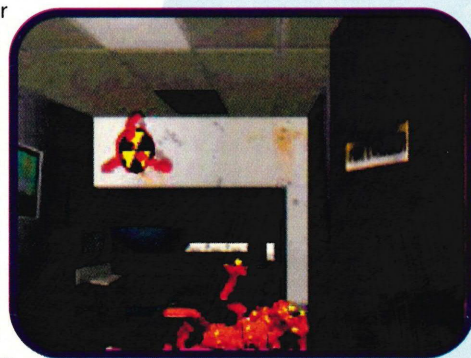
Another good feature, is the old option of playing with a friend, so you can both work together as a team. We aren't sure whether the amount of aliens on screen is increased in two player or not but it'll still be fun blasting away with a mate for kicks.

Area 51 also has its share of secret play modes, including one when you play as an alien. This said, this game pulls no punches on the originality score but should be an interesting blast. a must for all you UFO / Roswell conspiracy believers. We'll bring you the full low down soon — trust us, we believe the review is out there! ●

**More UFO, X-Files type nonsense. That bleeding pair, Scully and Mulder have got a lot to answer for!**



**Clumsy bleeders, zombies, always breaking something.**



## Fact Sheet

Publisher:	Atari
Players:	Two
Price:	TBA
Released:	March
Game type:	Shooting

## Fact Sheet





# Super Puzzle Fighter

The *Street Fighters* are back — but this time it's in a contest of brains for a rare change.

What's nine times thirty-five? Naw, too slow — I'll have to wallop you after all.

**F**or years *Tetris* ruled the puzzle roost until *Super Puyo Puyo* on the SNES completely redefined the meaning of puzzle games for the mass market. Imagine *Tetris* with a whole new strategy angle and head to head two player mode and you're in for serious playability. Then, just for good measure, add cute, kiddie-like versions of some of Capcom's greatest beat-'em-up heroes and prepare for overload on the addiction scale.

At first it looks a lot more complicated than it actually is. In fact the whole idea is ridiculously simple, just like all the best puzzle games. Each player chooses a

character from the eight on offer. These are all instantly recognisable, despite their short, chubby proportions, from their super star appearances in both *Street Fighter Alpha 2* and in *Darkstalkers*. Here though, they're not out to fight with their fists — this is a competition of mind and intellect, to see who will triumph through strategy, rather than the traditional *Street Fighter* brawl. It's funny how the kiddie versions try to work out their differences in this way, while the adults resort to slapping each other about. Er, just a thought.

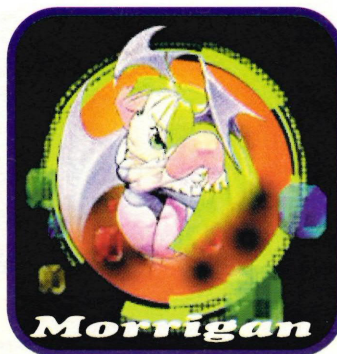
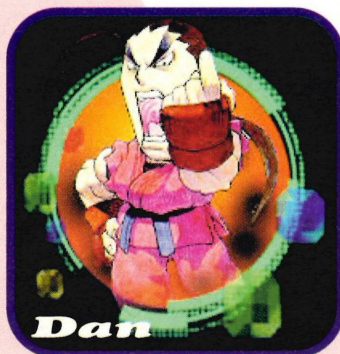
The chosen characters appear facing one another in a small box



in the centre of the screen. Either side of this are the play areas for player one and player two. Pairs of coloured gems drop down from the top of the screen and these must be rotated and positioned, so as many like-colours are in contact with one another as possible. Every now and again a shimmering gem will appear and this is where things start to get interesting. Drop it on



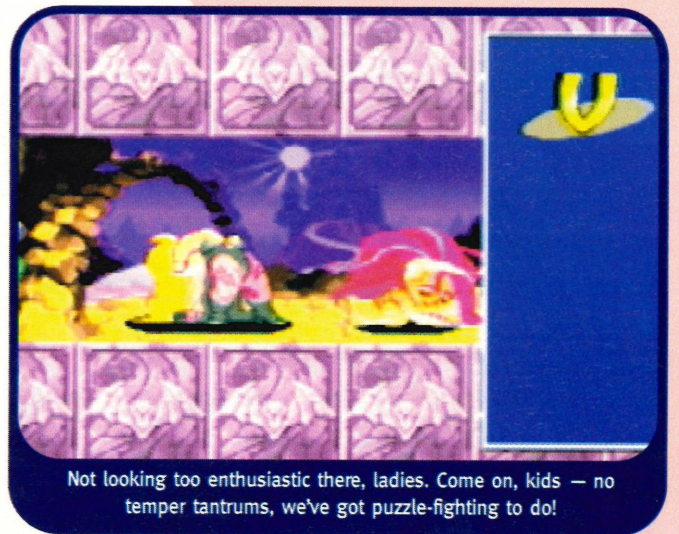
Look at the little darlings — I'll bet you were smart when you were that age too. Whatever happened to our brain cells?







# Puzzle Fighter 2 Turbo



any gem of the same colour and that gem disappears, along with any of the same colour which were touching it. Every gem destroyed is dropped into the opponent's area, making their job a whole lot tougher. The loser is the one whose screen fills up first.

The strategy comes from putting together big combo 'attacks'. Just destroying a couple of blocks won't unduly worry the opponent. Setting up big blasts and chain reactions is the key to success and every time an attack is made the on-screen characters exchange blows.

Ever since we saw the preview copy of *Puzzle Fighter* we've been

just itching to play it. Unfortunately the the nasty man from Virgin who came down to show it to us wouldn't let us keep it, so we've gotta wait until next month for a review copy. However from the few plays we had, it's quite obvious this is going to be keeping us up playing until the early hours, for a many week. The puzzle genre has been around for a long time but while many classics have emerged, it's never been a mainstream thing. Such games always seem to attain massive cult status, without getting the big market push of more visually attractive action games. You can bet your bottom dollar that we're gonna be on the phone to Virgin everyday until we get our own copy and then we'll clue you in on exactly what to expect from *Puzzle Fighter*.

In the meantime you can all relax in the



knowledge that — barring some sort of brain-explosion in Capcom's smart development department between now and the end of the month — there's a true classic coming your way. The future's bright — the future's *Super Puzzle Fighter Turbo*. ●

## Fact Sheet



Publisher:	Virgin
Players:	1-2
Price:	£44.99
Released:	Mar
Game type:	Puzzle

## Fact Sheet

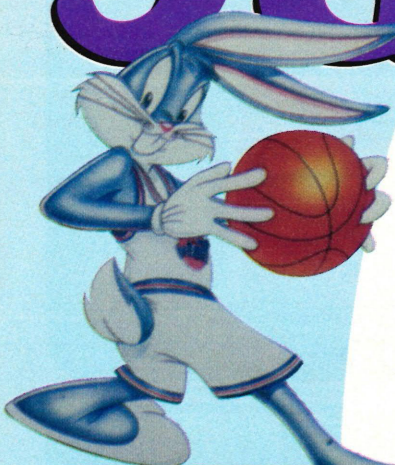






# Space Jam

**Kids — think Basketball, think Michael Jordan, think Bugs Bunny — you wot?**



## Fact Sheet



Publisher: Acclaim  
Players: One or Two  
Price: £44.99  
Released: March  
Game Type: Sports Sim

## Fact Sheet

**T**he latest film to be coining it in at the American box office, is the Warner Bros family flick *Space Jam*. This tells the everyday story of basket ball superstar Michael Jordan playing basketball, funnily enough, with such cartoon faves as Daffy Duck and Bugs Bunny. The said cartoon chaps must win a game against some weird nasties, the Monsters, to save their cartoon world from destruction. So if you wanted to win a B-Ball game, who would you want on your team? Mr Jordan, yeah? Well the toon boys think the same and drag Michael into their

dimension so he can help even the score! Lots of hilarious (ahem!) adventures befall the 7ft giant and his new toon friends — and of course they win the day.

Sounds just super doesn't it? Well no actually, it sounds like a rip off of *Roger Rabbit*, using live action and animation and some pretty crap gags. Still there's no accounting for taste!

As films go, there was no doubt that this one was heading for a home conversion — it's ideal. So as soon as the film opened, Acclaim were waiting in the wings to quickly launch their tie-in onto the unaware gaming public — worryingly quickly actually!

## Whole lot of Humming!

*Space Jam* takes shape as a 2D side-on basketball sim, with the addition of some bonus sub games. The basketball game is at the moment looking like the SNES version of *NBA Jam* — wait a minute that was by Acclaim as well wasn't it? Hmmmm...

You firstly select which team to go for; the goodies — the Tune Squad — which consists of various Warner Bros characters, eleven in

total, and Mr Nike himself. Or if you're feeling mean and nasty, you could always go for the villainous Monsters — only five on this side I'm afraid, and none of them will ring a bell, unless you wasted a fiver to see the film! Yes, that's right only two teams, so there'll be no special cup or big tournament modes, just one player single match or two player match options. Hmmmm again!

Each of the cutey characters have their own differing abilities, graded on shooting, speed and rebound. With play, it would seem (in our demo) that the Tune Squad have the edge over the Monsters in terms of stats but whilst playing, the Monsters seem to be unstoppable. The gameplay is still very much *NBA Jam*, with the same colourful graphics and fast moving play but without the spectacular dunks.

The bonus games are looking a bit basic but do play quite nicely. You've got a spacey race game, target practice, a limited one screen platform thingy and of course, a shoot-out. These should spice up the gameplay nicely, adding a little variety to the limited proceedings.

## Trend setters, we are!

Recently the trend with basketball games has been to lean too far toward the simulation elements, bogging games down with endless stats and plays. With *Space Jam*, Acclaim appear to have gone for a more light hearted, user friendly twist of this growing mini-genre.

Whether this decision will pay off is yet to be seen, but we can certainly see this game selling by the cart-load to younger Saturn owners that have gone all dribbly over the film (Mum, can I have...) As for the more mature player, Acclaim will definitely have to do a bit of tweaking before *Space Jam* can go up against the big boys. We'll have to wait and see just what they can do! ●



Cartoon stretchy arms and legs surely give an unfair advantage.







# Die Hard Arcade

**Yippee-ki-yay!**  
**Melon Farmer!**  
**Yep, yet more**  
**Bruce Willis**  
**related action.**

**B**earing no direct comparison at all to the movie of the same name, *Die Hard Arcade*, or *Dynamite Dekka* if you hail from the land of the rising sun, is a one or two-player scrolling beat-'em-up. Here you take the role of a Bruce lookalike or a blonde lady, battling singularly or as a cooperative two player team. When selected, the two players can actually interact with each other — some combat moves can only be achieved in two player mode. The player thus battles against heavily armed terrorists, who have seized a Los Angeles skyscraper and taken several hostages — including the President's daughter.

The player must fight and shoot their way through the five different levels of the building, in a quest to rescue hostages and save the day before the skyscraper is blown sky high. Confronting more than thirty villainous characters, players must battle through stages packed with multiple levels, defeating enemies by attacking with punches, kicks

or a variety of twelve different weapons, including guns, clubs and even cans of hairspray!

*Die Hard Arcade* is perhaps best described as *Virtua Fighter* meets *Final Fight*. Wait, let me explain — the player has access to a wealth of combat moves and techniques, which are achieved by simple button combinations, a la *Virtua Fighter*. In fact, each in-game character has been carefully motion captured and in some cases totals over 1000 different actions.

## **Lots-a-frames**

The influence of *Final Fight* can be clearly seen in the game's structure, which involves scrolling from level to level, encountering different baddies to dispatch. It's also shown in the player's ability to retrieve weapons and power-ups from the ground or from a previously wasted bad guy. Yet unlike *Final Fighter*, the action is set this time in a fully 3D gaming environment, which allows 360 degree movement. Now you can attack from any angle you choose — from behind is most fun, playing dirty is cool! On the subject of under-hand techniques, you can also pretty much use every item in a room as a weapon. So if you're caught in a room with loads of baddies and you're out of ammo, fear not — just grab the grand father clock and go bust some skulls. Busting skulls is cool!

The Saturn *Die Hard Arcade* is a conversion of the arcade game of the same name, which runs on Sega's Titan arcade board (which is essentially Saturn hardware) so a cool, near perfect arcade conversion should be easily obtainable.

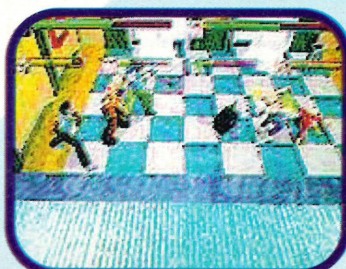


We've put a small fortune into the arcade machine, so we can say with our hands on our hearts, that if the Saturn version is arcade perfect, Sega will be onto a definite winner.

*Die Hard Arcade* has already been released in Japan and is due to be released over here in the UK in April. All we can say is, keep 'em peeled for a full review soon — that's if we can drag ourselves away from the bleeding thing long enough to start writing! ●



I shoot you. I scroll along. I shoot you some more. I scroll some more — God, I love this stuff!



## **Fact Sheet**



Publisher: Sega  
 Players: One or Two  
 Price: £44.99  
 Released: April  
 Game type: Scrolling Beat-'em-up

## **Fact Sheet**





# Virtua Fig

The world's greatest ever beat-'em-up has returned with a mighty vengeance, in a version so sexy, you'll have to play sitting down!



Hmm... some kind of invisible tug of war thing going on here, methinks.

## Fact Sheet



Publisher: Sega Arcade  
Players: One or Two  
Price: £1.00 a go  
Released: Arcade near you!  
Game type: Beat-'em-up

## Fact Sheet

With the fabled Saturn version seemingly still a long way off, we thought that we'd bring you the latest news on *Virtua Fighter 3* the arcade classic, the low down on the characters and the improvements over the previous release, *VF2*.

Since the arrival of the arcade machine in our local arcade, we Saturn journos have been putting almost all of our wages into the hungry slot. All for the benefit of our public, of course! The first thing that strikes you about *VF3* is the quality of the visuals. The new Sega arcade board Model 3 has produced some of the most complex polygon graphics we have ever seen. The smooth animation

and glitch free movement almost make the game look like a rendered intro sequence — no, really they are simply awesome.

Yet it's not only the characters that have had a make over, all of the backgrounds are equally well done.

Each has been carefully created, making use of Silicon Graphic's techniques. Unlike the flat 3D

areas of the previous games, differing levels of depth have now been incorporated into the arenas. Combat can now take place on higher and lower plains, which also adds far more complex strategies to a battle. If an opponent is thrown from a high platform to the ground, for example, he will lose more energy accordingly.

Before this polygon based knuckle bashing can take place though, you have to select your fighter. There are a couple of new faces and all the usual gang appear displaying a new range of moves.

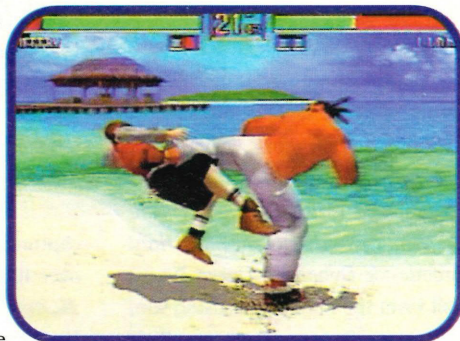
So, it's our pleasure to introduce the lovely lasses and the hard geezers that make up the numbers in *Virtua Fighter 3*.

## What's the story, then?

First off the block we've got Akira. The legendary master of Hakkyoku-ken, Akira Yuki returns to the *VF* competition in a quest to polish up his martial arts skills, so that he may pass the knowledge he has learned to his students. Akira remains the most well-balanced of the fighters in the group. Next up, Aoi Umenokoji. This high school student turned *Virtua Fighter* looks like she

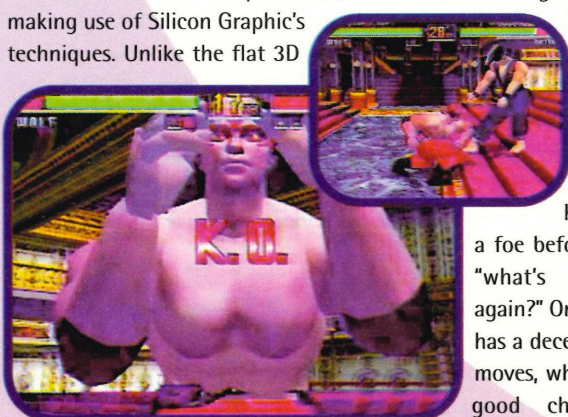
will be a very popular character, as she is quick and can chalk up a multiple hit sequence on

a foe before they can say "what's the buttons, again?" On top of that, she has a decent range of nice moves, which makes her a good choice for the



beginner. Jacky Bryant is back, looking harder than ever before. The ex-Indy car driver continues his never-ending search to find his sister and rescue her. Like Akira, Jacky's always been a good all round character, much like his sister, Sarah — but unlike Sarah, Jacky favours using punches in his Jeet Kune Do fighting style to get results.

The wild Ozzy Jeffry McWild shows his mush again — the fisherman is back for the third tournament in order to win the grand-prize money, so he can purchase a new boat and challenge his shark nemesis, which all but destroyed his last boat. Jeffry's fighting style continues to intimidate his opponents. He's probably the strongest character in the game. Kage Maru enters the tournament for a third time, in hope of discovering an explanation to the mysterious disappearance of his mother and the assassination of his father. Kage's main advantage has always been his great speed and accuracy. Lau Chan is the







# ghter 3

former champion of the first *Virtua Fighter* tournament — he continues to use his Koen-Ken style of fighting. Stiff competition from his own abandoned daughter, Pai may yet prove to be his downfall.

Then there's Lion (pronounced Leon) Rafale, who continues to try to prove to his father that he is worthy of his respect. Lion continues to use his strange but effective Tourou-ken art of fighting. Lion works best when played as an offensive fighter and has some very quick moves as well, which make him a great choice for the experienced player.

## Poor thing...

VF3's Pai Chan certainly gets our sympathy vote. Abandoned by her father at a young age and swearing revenge on him for her mother's untimely death, Pai is always training and learning new techniques to knock Lau off the championship throne. Pai's style is very similar to her father's and they share many special moves. Sarah Bryant is back looking sexier than ever, thank you Sega! Sarah has been kidnapped by an unknown underground crime



organisation, in the hope of brain washing her into defeating her brother Jacky in the tournament. Seemingly very little can stand in the way of her ferocious Leg Kick — we suggest you learn this puppy because it's top stuff.

After declining to appear with Jackie Chan in the sequel to *Drunken Master*, Shun Di has returned to the fray and yep, he's still hammered! A long time master of the

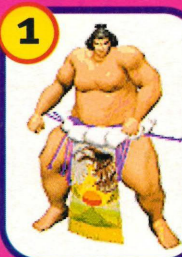
Drunken-style art of Kung Fu, he emerges from his hermit status in the mountains and joins the tournament to show the other fighters a trick or two. Very hard to master but well worth persevering with, once perfected he is stunning. The second

of two new-comers to the tournament, Taka-arashi is a sumo, thus his style leans toward wrestling. In the game his fighting is very similar to that of Ganryu from the mighty *Tekken* series, meaning he's one hell of a powerful chap.

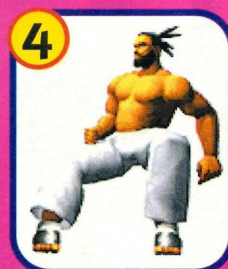
Jolly well done, too, Akira old chap — a fair fight and no dirty tricks!



## Some Virtua Folk Line-up



1. Taka
2. Aoi
3. Akira
4. Jeffry
5. Jacky
6. Pai
7. Shun



Another familiar face returns, Wolf Hawkfield, eager to do battle once again with his rivals. Wolf Hawkfield is a pro-wrestler, with the power and technique to prove it.

Well that's the boys and girls introduced. Now it's up to you to decide which one to enter into the mighty challenge that is *Virtua Fighter 3*. Having put any worries that Sega were down and out firmly out of our minds, the guys return to their rightful place at the top of the arcade charts and — hopefully in not too long — on the top of the Saturn charts. Yet in the mean time, we'll keep paying for our arcade owners new Jag!





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# Lost Vikings

A great old Amiga game becomes a great new Saturn game. A big hand for Interplay, if you please!



## Meet the Cast



### Olaf

He's big, he's fat and he's a bit thick in the head. And he farts. A lot.



### Baleog

The guy to turn to when things get rough.



### Erik

If you need to smash through a wall or leap to a higher platform, look no further.



### Fang

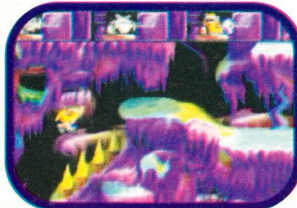
His gnashers are a match for any bad guy.



### Scorch

Breathing fire and flying are just two of his useful talents.

Olaf prepares to let rip.



Scorch lets loose with a fiery blast — he's got more brains in his tail than the rest of 'em put together!

**B**efore all that however, a bit of background is in order. *Lost Vikings 2* is the sequel to a game which originally came out on the Amiga, followed by SNES and Mega Drive versions, and earned many friends with its addictive and original style. At first glance it was just another old platformer, but there was so much more to it than that. The three heroes were all snatched up from their village by aliens and cruelly dumped in a strange

new world, with only their wits and Viking skills to get them home. *Lost Vikings 2* follows a very similar format, with a few new features and twists stirred in for good measure. Each character has his own unique abilities and the key to success, is getting the three beardy blokes working as a team to overcome the many and varied problems which they will encounter.

Erik the Swift has some nifty rocket boots, enabling him to smash through some obstructions and ceilings. He also has an aqua helmet which lets him breathe underwater. Baleog and Olaf both die instantly on contact with the wet stuff. For his part, Olaf the Stout has a shield, which not only protects him and the others from attacking bad guys, but when held aloft, acts a bit like a metal parachute, allowing him to fall safely from great distances. Considering he is

the lardiest of the bunch, you wouldn't think he'd be the ideal choice for wriggling through tight gaps, but he's also able to shrink himself down to pint-size, gaining access to areas unreachable to the others. Last but not least is aggro-man Baleog the Fierce. His sword from the first game's been souped up into a Jedi-style light sabre and he has the added punch of an extending bionic arm. Not only can he chin baddies at range, but he can also grab any otherwise unreachable items. A couple of new chaps appear from time to time to lend their expertise to the proceedings. Fang the werewolf can climb walls and make short work of nasties with his gnashing teeth. Or how about Scorch — a little dragon who can, very handily, fly and breath red-hot fireballs at will.





# g 2

The adventure is spread across five vastly different worlds, each split up into loads of challenging levels, to tax the skills of even the hardest Norsemen.

Graphically things are no more than okay. Obviously the various backdrops are more colourful and the sprites look as though they've been rendered but everything still harks back to the 16-bit era. No-one's going to be moaning about that though. They'll be too busy getting down to some of the most seriously addictive platform/puzzle action this side of the console revolution. Contrary to first appearances, *Lost Vikings* owes far, far more to the puzzle/save-'em-up genre than it does contemporary platformers. In a marketplace dominated by either superfast scrolling or mundane walk a bit, splat baddy, walk a bit, splat baddy affairs, *LV* adopts a slower, more cerebral approach and

comes out far the better for it.

Humour is well provided for by the dumb characters themselves. Little bits of banter between and sometimes during levels, keep the corners of the lips suitably upturned, as do their many and varied antics. Like the way Olaf can smash through some floors with a well-placed force ten bottom burp...

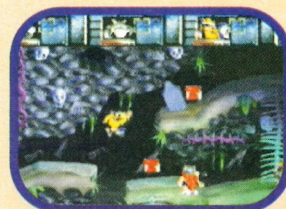
*Lost Vikings 2* has that magical ingredient that just makes you want to play straight away. It goes to show, when a good idea is well executed, you don't need all the flash next-gen odds and sods. If you never played *Lost Vikings* in its original form, then you won't have played anything quite like this before. That said, unless you're just a



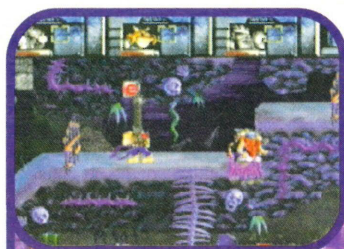
I guess the intelligent ones went off to discover America, whilst the totally dumb fat ones got left behind. Like this lot...



Poor Baleog looks sad — give the man some rocks to break.



total shoot-'em-up meat-head, *Lost Vikings 2* will provide you with simply hours of addictive entertainment. If that sounds like a typical horrible game mag cliché, I apologise but phrases only become clichés through repeated use and if they are used repeatedly, there must be some reason for it. In this case it's because this is a gamer's game. A lot of people playing games these days are in it because suddenly, it has a certain amount of street cred attached. Such people are more interested in NBA licenses, flashy beat-'em-ups and extreme sports style games. Pepsi Max drinking, shorts-wearing bandanna boys. For them this might seem girly. For those of us who've always enjoyed games for the sake of games, rather than licenses *Lost Vikings 2* isn't so much a blast from the past, as a breath of fresh air in a stuffy hot room. Rush out and grab a copy — it'll keep you busy for weeks! ●



## Score Sheet

Publisher:	Interplay
Players:	One
Price:	£44.99
Released:	February
Game type:	Platform/puzzle
GRAPHICS	82
SOUND	85
GAMEPLAY	93
OVERALL	%
	90
Score Sheet	

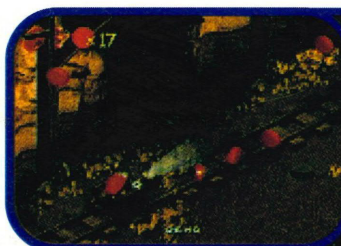


# Spot Goes To

**Cool Spot finally makes his 32-bit debut. We ask, was it worth the wait?**



**P**icture the scene, a cold and clinical boardroom, full of nameless individuals sitting in their Armarni suits, silently awaiting for someone's words to break the silence. The boss sits looking from blank face to blank face. He slowly rises to his feet, tightly clenching a fist. With a loud thump he brings his fist down on the desk, the room suddenly spring to attention. "Nintendo have *Mario*, Sega have that Hedgehog thing — we need a platform character and we need one right now". He crashes his fist



down again, his eyes wide open as he glares down at his staff "Or it's your jobs on the line!"

One of the executives feels a bead of sweat slowly run down his forehead, he reaches down to his can of soft drink on the desk. Slowly he drinks a mouth full and goes to place the can down. A large smile crosses his lips, as he gently runs his thumb up the side of the can, removing the condensation to reveal the 7Up logo. His smile grows as he slowly rises his arm and gestures in the air, "Excuse me Sir, I have a workable idea."

From what must of seemed a nice idea at the time, *Cool Spot* made his way from a logo on a tin of pop to a platform star, in the Mega Drive platform romp of the same name. Well we're afraid to say that the only thing about the game that was remotely Cool was the fact that your Mega Drive had an off button — so you could turn the dross off before the frustration fairy drove you completely insane.

Seemingly not bothered that it was cack, *Spot* went on to appear on every single platform he could invade.

Finally admitting enough was enough, production began on a totally new game to promote the little red fella and before you

knew it, *Spot Goes to Hollywood* appeared for the Mega Drive. The sequel was far better than its predecessor — well it couldn't have been any worse! *SGTH* was again a platform game but this time the action was viewed in a 3D isometric type of way.

The story concerned Spot going to the cinema and, for some equally bizarre reason, getting dragged into the screen and into the wacky world of Hollywood. Yet instead of having the game based around Spot enduring gross amounts of plastic surgery and developing a horrible drug habit, Burst decided to set the action in the movies themselves. We reckon that our idea would have made a much better game, but hey, what do we know?

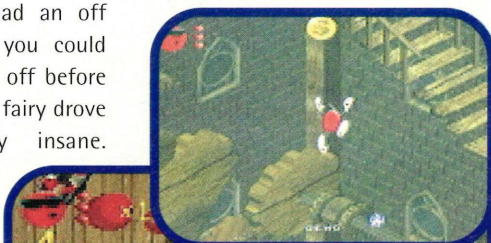
Spot spent the game jumping from film to film but to save on copyright fees, the names were



Look at me, I'm flat and red and I've only got a head!



Spot the film — no, I mean spot the film. Yes, Jurassic Park you dummies. Sorry about the poor quality pun there...







# Spot Goes to Hollywood

Looking for a good game then, sir?



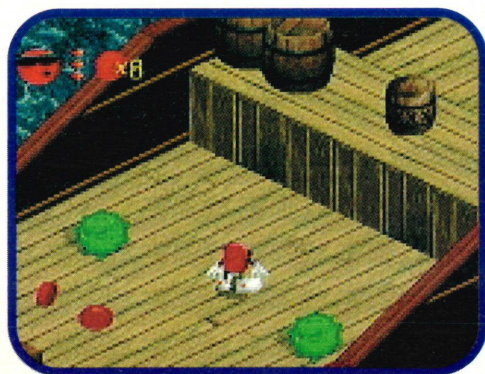
changed to protect their wallets! So you found yourself riding along in minecarts, (Indiana Jones) being chased

by a T-Rex, (take a wild guess!) and running down dark, damp alleyways and corridors avoided ugly mutant creatures (either a Torquay nightclub on a Saturday night or Alien – whichever you prefer)!

The aim of the game was to progress through each level, avoiding the related nasties and collecting the big red pills, until you reached your goal and hopefully found a way home. The game was actually quite original at the time, and had enough variation in the levels, plus there were plenty



What is it with pipe shots in this issue?



of sub games and secret levels to keep the platform junkie happy. The

game won quite a following and when a 32-Bit conversion was announced, well over 18 months ago, we all began to drool!

One of the last good platform games was due – now all its unrealised ideas could at last be fulfilled. Screenshots were released and we patiently waited but as time passed, we slowly became bored of seeing the same old screenshots and press releases. Time waits for no-one and this is very true in the world of video games – no sooner are we dribbling over the latest piece of software that would push the machine to its limits, than a newer, flashier game arrives and the last title is forgotten!

The graphics are very similar to the Mega Drive, not what you'd expect from a next generation game at all. Really the only thing that reminds you that you're playing on your Saturn is the awful FMV cut scenes, that look so fuzzy you'll think you've had a few too many beers before hand! To sum the game up, it's a 16-Bit game engine with a few 32-Bit extras thrown in.

Well this is the problem with *Spot Goes*



If you'd like to play a game where you look like a radish in a lettuce patch, this could be right up your street.



*blah, blah* – it's just far too out of date and other games, *Nights*, *Bug!* etc, have left it behind. Don't get us wrong, the game isn't all bad it's actually quite endearing in a weird retro way, but the old charm soon wears off.

It's a case of bad timing, if *Spot* had been released at the date first quoted, it would have been great, making the perfect platform between 16 to 32-Bit machines, by gently mixing the two. Sadly, *Spot* is now a has been, having been replaced by the stronger prettier boys. Just like Hollywood actors in fact – how about that for irony! ●

**Score Sheet**

**SPOT GOES TO HOLLYWOOD!**

PRESS START BUTTON

Publisher:	Virgin
Players:	One
Price:	£44.99
Released:	Feb
Game type:	Platform

**GRAPHICS 68**

**SOUND 70**

**GAMEPLAY 65**

**OVERALL %**

**69**

**Score Sheet**



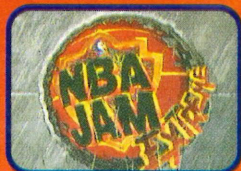
# NBA Jam Extreme

**Darling, what do you want in your sandwiches — Strawberry, Raspberry or NBA Jam?**



Look at their great big heads.

## Score Sheet



Publisher: Acclaim  
Players: Four  
Price: £44.99  
Released: Out Now  
Game type: Sports Sim

GRAPHICS **65**

SOUND **71**

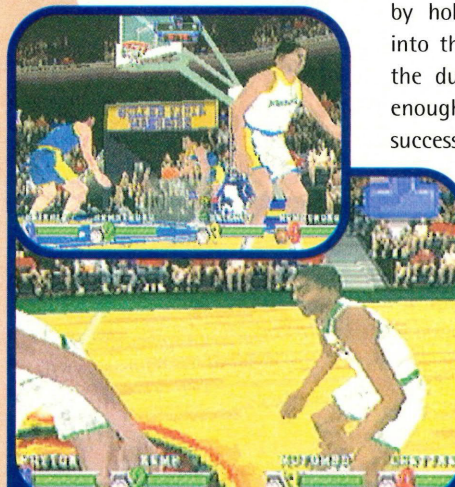
GAMEPLAY **85**

OVERALL %

**81**

## Score Sheet

**Y**ou've all seen it in the arcades in its various guises, or at least in one of its home computer incarnations, when you consider that it's been released on almost ever format. *NBA Jam* has got to be the most successful basketball game of all time and deservedly so. Having wasted most of my youth playing on the SNES version and then on *Jam TE* on my Saturn, I've grown to love the game like a brother, but I wasn't alone and the game sold royal. But as usual in the heady world of 32-Bits and all the other related craziness, the 2D graphics soon became old hat. To give it that next gen buzz, Acclaim have take *Jam* to another dimension, not just any old dimension but the third dimension. So when *NBA Jam Extreme* appeared in the local arcade, I sold my grannie and put the national debt into the coin slot.



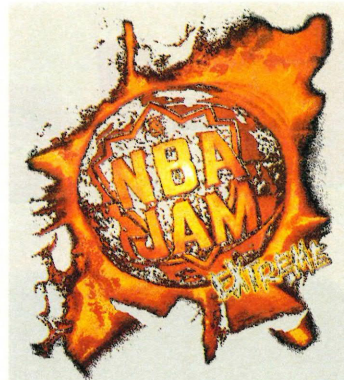
Pass the ball, c'mon — pass it now! Stop playing man and pass the god damn ball!

Everything that made *Jam* so cool was in here but in full 3D, including the big heads (these look bleeding well scary in 3D!) and amazingly, it worked even better than before! All the options were there and gameplay remained the same. You take part in a two on two match between any of the 27 NBA teams, featuring accurate stats for the various players, three pointer ability, dunks, blocking etc.



Control couldn't be simpler, with just three buttons to get to grips with. While you're in possession, these are pass and shoot but they switch over to steal and block respectively, in defence mode. In addition the shoulder buttons activate turbo, giving the player under control an extra burst of pace. A screen-top bar depletes the longer the turbo button is held. Super-dunks — some of which are totally over the top — are performed by holding down turbo, running into the scoring zone and hitting the dunk button. If you're lucky enough to score three dunks in succession, your player will be on fire, which makes a three point a piece of cake. In addition there are various fakes and dummies, which take a little more time to master.

The game can even be customised to your own personal tastes on the options screen. It's even possible to select direct control over both players — this means control will



transfer from one to the other, depending on who's closest or in possession of the ball. The default mode sets the second team member under computer control. On receiving the ball, the CPU player will go for a basket, though you can still cause him to pass or shoot by pressing the appropriate button. In some cases this is very handy but in the most part it's a pain in the rectum — go for the full control option!

Well thankfully the Saturn version has captured the feel and gameplay of the arcade machine but boy have they missed out with the graphics. The finished product is uglier than that ugly bird in the Spice Girls. The reason for this escapes us — the Saturn could easily handle the arcade's 3D engine but we've been lumbered with some very poor visuals indeed. The players jerk across the screen and their animation is very limited but *Jam* isn't just about the graphics, it's the gameplay that counts.

The new depth to the graphics have has had little effect to the mechanics of play. The aim of course, is to score more baskets than your opponents, thus progressing to another team and ever nearer to your goal — being top of the NBA league. Which is still as much fun as ever, making this the basket ball game to buy at the moment — as long as you've got a fine sense of humour! ●







# Battle Arena Toshinden URA

Oh, goody — another fighting game! It's not like we've got too many already, is it...

**B**eat-'em-ups are just great, one of the best genres around! With all of those characters and moves, differing techniques and combos, giving the games a longer lifespan than your average turtle. *Virtua Fighter* was the first game that really caught the world's attention. It showed that the realms of combat could be successfully translated into the third dimension in such a cracking form, that it made the basic 2D battlers seem old hat and almost useless — unless you're one of those *Street Fighter* addicts.

As the sands of time ran their course, the games advanced in terms of graphics and complex fighting techniques, reaching their peak with the stunning *Virtua Fighter 3*. We Saturn owner's also have the honour of being home to two of the greatest fighting games known to man, *Virtua Fighter*

*Remix* and *Virtua Fighter 2*. The games your Saturn was made for and also the most played lunch break games in the history of TOTAL SATURN, nuff said!

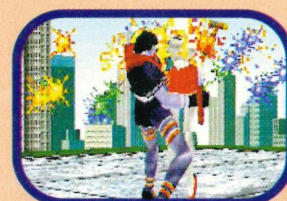
Yet without a doubt, the best element of these chip based pugilist battlers are the chicks! Sonya Blade got the ball rolling in *Mortal Kombat* and every beaty since has followed the tradition. Nina in her stockings and suspenders in *Tekken 2*, Cammie wiggling her bottom in your mush in *Street Fighter* and the babe of all babes, Sarah in *Virtua Fighter 2* — shake those polygons baby, we salute you all! (James, you are a very sick man! — Why thank you, kindly, madam!)

So we reckon that these polygon honeys are reason enough to buy a Saturn, think about it — sexy females running around your screens, wearing next to nothing and beating up men. These femme fatales could well be the finest creation in the history of computer gaming, so we have nothing but love for these ladies and their violent games.

Yet when we sat down for a go on *Battle Arena Toshinden Ultimate Revenge Attack* — what a bleeding mouthful, they should of just called it *Tosh* — our hearts sank. The game had none of the complex moves we've come to expect from these games. Nope, none of the classic visuals and sadly not a nice bird in sight! Every way that a fighting game could possibly fail has been grouped together onto one shiny little disc and released as this puppy.



Blam! Blam! reduce 'em to a small fizzy green pancake...



Never play with fireworks, son.



Poor graphics, sluggish fighters a total lack of special attacks and very limited combo attacks, all translate as poo of the highest order or just say *Toshinden* for short!

The words 'complete cack' do not even come close to summing up this game — everything about it stinks. This may seem a very unfair comment to make but after a considerable amount of play testing — much longer than it deserved — we still couldn't find any high points at all. The ropy graphics and duff FMV could have been forgiven, if the game had good combat mechanics but Takara have failed here as well. The intelligence of your foes is awful. To sum up — any game that can be completed by simply pressing the same button over and over, has got serious problems!

The only way to enjoy this game is with a friend in the two player mode, which is fun for a while. Kicking a mate in their polygon bits is always a pleasure but the lack of moves, speed and combos soon take their toll — before long you'll be longing for Akira and the gang.

Yet another duff game hits the shelves. Come on software boys, we deserve much better than this! ●



### Score Sheet



Publisher: Sega  
 Players: Two  
 Price: £39.99  
 Released: Out Now  
 Game type: Beat-'em-up

GRAPHICS **55**  
 SOUND **53**  
 GAMEPLAY **30**  
 OVERALL %  
**45**

### Score Sheet





Oh dear, oh dear — what a waste, we could cry! If you're going to read on, grab a hanky!

# Doom



One down, only two hundred and three to go...



As the demons approach, tension mounts — will our hero be able to discern their cruel figures as they blend into a pixillated mass?

A lone tumbleweed blows across the deserted street. The townsfolk of 32-Bit Consoleville peep nervously from their windows. The town clock strikes noon. The shallow chimes greet the familiar footsteps of Marshal PlayStation *Doom*, as he strides to his usual position on the dry dirt road. He stands stock still, his eyes fixed on the wooden saloon doors. As he patiently awaits his next opponent, a faint smile crosses his lips. A smile that shows contempt for

his challenger. He'd lost count of how many times some young pretender had made a grab for his crown. How many had died in the dirt a few paces in front of him, *Decent*, *Exhumed*, all defeated and forgotten? Why should this new foe be any different from the rest?

The saloon doors gently swing open. Emerging from the shadows comes Sega *Doom*, taking his position in front of Marshal *Doom*. He'd heard of PlayStation, hey who hadn't, but he'd learnt from him, watched him carefully, seeing what made him the best.

The two looked each other over, waiting for one to make the first move. Sega's eyes flicked over PlayStation, something didn't sit right, the old boy had something that made him feel instantly uncomfortable. There was definitely something about PlayStation, that look of determination deep in his eyes. Sega told himself that he was the new guy, he'd had over a year to practice and to perfect his skills and make him a better shooter than the old PlayStation. But his own words of recognition didn't comfort him. Sega *Doom* felt that strange burning in the back of his throat, that foul sensation of fear.

He suddenly realised that he'd learnt nothing from his opposition at all, PlayStation bettered him in every way. Young Sega *Doom* slowly began to shudder!

## Can you smell wee?

*Doom* is one of the finest games ever! It is the grand-daddy to every single first person perspective shoot-'em-up on the market, without *Doom* you would be playing *Alien Trilogy* or *Exhumed*.

Everything about it is great; the in your face action, the gore, the excitement, the puzzle solving — hey, even the frustration you sometimes experience is fun!

*Doom* really is a classic, with a simply excellent version being available for at least 18 months. We Saturn owners have had to bite the bullet and wait, patiently, for a



## Some of the Folk





# M



Mr Skull and his magenta mates.



You think you're frightening, mate? You should hear how much I paid for this dollop of cack!

version for our system. So after what seems to be an eternity, *Doom* is upon us. Having taken so long to arrive the game must be awesome. With retouched graphics, smooth movement and light sourcing beating that of the PlayStation version — well you'd think that wouldn't you but how wrong could we have been?

Saturn *Doom* is frankly down right embarrassing, looking like a straight port over from the PC code. If you listen

carefully, you can actually hear all the PlayStation owners out there laughing at us — sadly enough they do have very good reason. Nothing, nothing at all has been added for this version — what the Hell were they doing all this time? The Saturn is not a crap machine and could easily handle the game as well as the Sony machine, so why do we have to make do with second rate conversions. Is someone trying to bring down Sega from the inside?

**Yep, I most certainly can!**

This version has no redeeming features at all. Firstly it's very slow and the movement is extremely jerky, the enemies sprites pixillate badly, whilst their movement makes them look like they are taking part in a break dancing competition! The haunting music is also missing, which removes much of the dark menace from the atmosphere. In fact the only thing that is scary in this version of *Doom* is how cack it is and that it actually got past Sega's quality control!

On the plus side — and this isn't even that good anyway — if you own a link cable and happen to have a friend

with another Saturn, telly and a copy of the game, you can play death matches. In these you and your mate can leggit around one of the fifty-five levels, trying to kill each other. Yet this is not as good as it sounds, due to the lack of speed and ugly graphics. Definitely do not buy this game for this mode, as you'll be disappointed.

Sega have released this game without lavishing any care or attention upon it first, simply because they think the game will sell on its name and reputation — and it probably will, which is very sad indeed. Laziness like this should be frowned upon and not tolerated. Companies will continue to put crap like this out, if you continue to buy it — so do us all a favour and leave this on the shelf.

We Saturn owners deserve much, much better because 'crap' seems far too mild a word for this game — frankly, it just doesn't deserve to carry the *Doom* name! ●



## Score Sheet



Publisher: GT Interactive  
Players: One  
Price: £44.99  
Released: Out Now  
Game type: 3D Blaster

GRAPHICS **63**

SOUND **60**

GAMEPLAY **41**

OVERALL %

**49**

Score Sheet





# Die Hard

What, another *Die Hard* game? Isn't that always the way — you wait ages for one to come along and then two arrive. Life is just full of cruel irony...

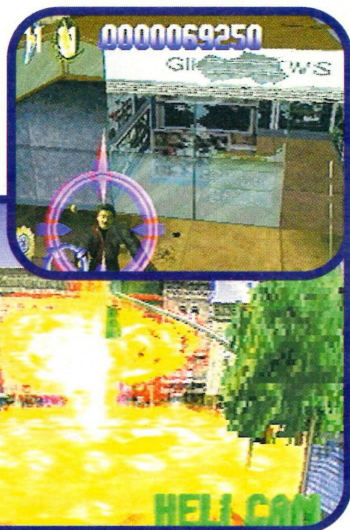
**D**ie *Hard Trilogy* first caused a massive buzz with its release on the other console, the PlayStation and now we lucky bods can play this stonker on our very own Saturns too, woo hoo!

Produced by the talented coders at Probe — whom we have to thank for the engaging (if a trifle easy) *Alien Trilogy* — it's a three-part movie license, each individual section reflecting aspects of one of the three Bruce Willis films. The very fact that each individual game — you can, by the way, play any one of the three immediately — could have been viably released as a stand-alone title, should assure you: this game oozes quality.

For the sake of keeping good chronology, I'll extol the virtues of *Die Hard* first. It's a rather fine polygon-based shoot-'em-up, silky-smooth and bursting with violence: it actually ranks as *Die Hard Trilogy's* most thoughtful level. In the film itself, John McClane (who seemingly can't walk the streets without encountering a gun

crazed mob!) wheeled around a hijacked building like a dervish, picked off twelve or so terrorists, saved loads of hostages and cut his feet to ribbons on broken glass. Oh, he also threw himself off the top of the beleaguered (not to mention exploding) skyscraper, with a large fire hose tied around his waist. Regardless, if we recap the bit where I mentioned how many terrorists were bumped off, you'll notice there weren't very many of them. I've no doubt Probe carefully considered staying faithful to the original script, creating a tense strategy game with several short bursts of action. I bet they wrote the idea down on a piece of paper... and set fire to it, favouring loads of levels with literally hundreds of terrorists to kill. Hooray for creative liberties! Yippie Kay Yay Melon Farmer!

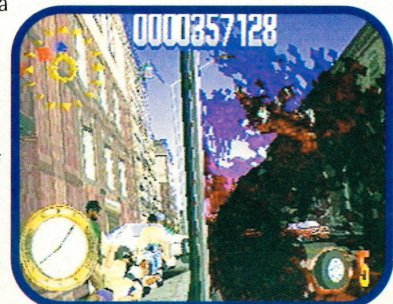
*Die Hard's* graphics are nothing short of sublime. Walls fade out behind you so your view is not obscured, cars explode with huge bursts of flame and everyone — even the saved hostages who, once touched, leg it for the exit — bleeds. Each level is completed once you've killed anyone and everyone who remotely resembles a terrorist and... oh yes, there's the small matter of a 30-second time limit to deactivate a bomb, before you move up to the next floor. Obviously, each area contains huge amounts of extra firepower, that McClane can collect and utilise to violent effect. The nature of the floor setup and your sprite's inherent style of manoeuvrability, combine to provide some very tense cat and mouse displays of monstrous ammunition overkill.



Differing in many ways, *Die Hard 2: Die Harder* (the trilogy's second game) is a variation on the *Virtua Cop* theme, only better. Far better. For those unfamiliar with the genre, it places the player in charge of a gun sight and provides them with a barrage of targets to waste. Your (unseen) character's movement is largely computer controlled but McClane's view can be pushed left or right by the cursor, to get a better shot at peripheral targets. Of these, there are many... almost as many, in fact, as there are ways to kill them. In fact, *Die Harder* allows you to either destroy or damage virtually every single surface the game has to offer. Computer terminals explode, shot terrorists spray blood onto the windows behind them,



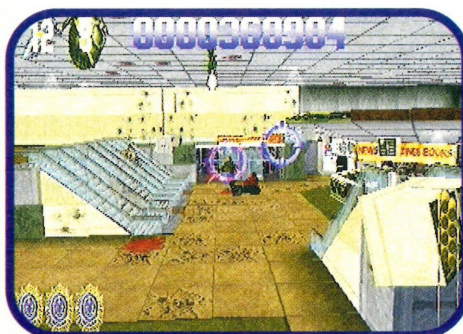
Good guy points, bad guy points — shooting innocents ain't good for your soul, or your life. Stick to the crims, usually recognisable by their stubbly chins and shades. Handy that.







# Die Hard Trilogy



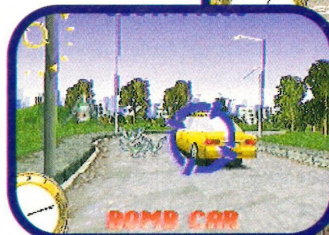
ceiling tiles can be shot to fall on hapless characters underneath... Even missed shots leave scorched bullet holes in walls. The detail isn't limited to destructive acts, though. *Virtua Cop* allows you to shoot faceless polygon people, but *Die Harder* goes several steps further in offering you realistic-looking bad guys — ever felt like shooting someone's beard off?

Brilliant as it is, *Die Harder* is the trilogy's weakest element. The action is fast and furious, the save facility helps reduce any constant re-treading of worn paths, metaphorically speaking, and its graphics give it depth. In fact, the only criticisms you could level at it are those that the genre usually provokes; as an effort to produce the perfect example of a gamestyle, it's as good as we've seen on the Saturn yet. Yes, it's lacking sophistication in terms of

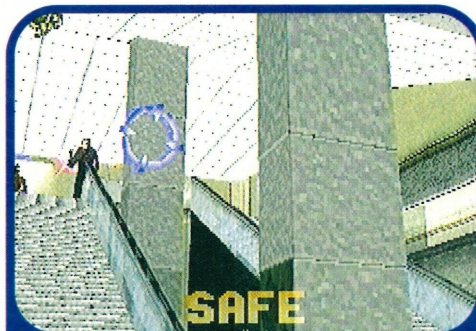
gameplay, it's tricky to control with a joystick and occasionally the graphics become obscure. But who cares about such flaws when they're levelled at a mere third of a complete game package?

*Die Hard With A Vengeance* is outstanding. Concentrating on the driving aspects of the film, it's a rollercoaster ride of the highest order and easily one of the most atmospheric computer games ever. Bombs have been placed in bins, cars, telephone boxes and God knows how many other places. By driving over (or smashing into them) McClane can create a small and 'controlled' explosion, thus saving the city for another few precious seconds.

*Vengeance*, graphically, is the best of the three sections. Apparently, Probe sent one of their people over to America to film footage to be adapted — it shows. On a more creative front, the blood that splashes over your windscreen should you hit a pedestrian, is pretty damn spot-on too. It's touches such as this that elevate *Vengeance* above the normal, pretty Saturn fare in visual terms. But possibly the best trick, arguably one of the best ever seen on a console, is the massive explosion that occurs should you exceed the time limit. A massive wave of fire sweeps towards you, vapourising trees and all the people, sadly these



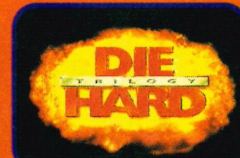
It's a hard life being a cop, shooting all day... and all night.



The *Die Hard* section is gore-rich to say the least — not for the squeamish.

explosions are the only lame part of the package, not nearly as good as the PlayStation but what the hell — the explosions still send hurtling cars and other heavier objects through the air at an almost unbelievable speed. It's an astounding effect, indicative in general of the quality throughout this most recent Fox Interactive release. You could (and, after playing it, may well) argue that this is the greatest that the usually poor movie license genre has ever offered. Me? I reckon it is, and a big-value package to boot. Buy it, you know you're gonna like it. ●

## Score Sheet



Publisher: Electronic Arts  
Players: One  
Price: £44.99  
Released: September  
Game type: Mixed

GRAPHICS **93**

SOUND **95**

GAMEPLAY **96**

OVERALL %

**95**

## Score Sheet





Yet another PlayStation success story comes winging its way to the Saturn, albeit in a spanking new version. So get ready for some large chopper related type mayhem! Excuse me... this is a family mag!

# Soviet Strike

**C**hopper shoot-'em-ups are all the rage at the moment, what with Virgin's *Black Dawn* and now Electronic Art's *Soviet Strike* approaching their release. Having seen it on the PlayStation we already know *Soviet Strike* is a classy title, so how will the port to Saturn affect its playability?

With the fall of communism, the world heralded a new era of peace and order — or so it thought, but that was before the crime syndicates moved in and took over the weak and vulnerable states of the former Soviet republic. Threatening to throw the world into chaos and war, these crime syndicates must be stopped at all costs. There's only one man dangerous and strong enough to take on such a task and that's you — surprise, surprise!

Taking control of a state-of-the-art chopper, players must fly and complete a number of missions, each of which has its own sub-missions, in order to



finish the game. These missions, varying from destroying military installations, through to rescuing captured informants from a firing squad can, usually, be completed in any order. However, some must be completed with top priority — for example, going back to the captured informant, if you don't rescue him before he is shot, the game is up. Although the game has no time limit for completing most objectives, for missions such as these there's definitely a time span within which players must work — if they fail, it's back to the beginning to start again. The fact that the game is so unforgiving in this way can be frustrating and it would have been better if the game had been designed to give its players a bit of leeway. This would also have given the programmers the opportunity to let the game develop depending on how players progressed, rather than using its present, strictly linear format. Whilst this does not detract from the gameplay overall, it does seem like an opportunity wasted.

## Chopper, huh?

Most of the missions players have to complete can be broken down

into three parts; search, destroy and retrieve. As each mission objective can be found highlighted in a different area of the on-screen map, the target searching basically involves you constantly flicking between the map and the game to check that you're heading in the right direction. This would have been a real bind — if it wasn't for the lightning speed with which the map can be brought up and shut down again. Phew!

Then there's all that pesky destroying you've got to do. The world of *Soviet Strike* is filled with all sorts of baddies. These range from the relatively harmless ski troopers, through to some extremely deadly missile launchers. Keep your eyes peeled for these guys, because they will throw everything they have at you, just as soon as you loom into their missile sights.

Thankfully, the Apache chopper is armed with rockets, missiles and a cannon. The cannon is the weakest of these weapons it's true, but it is ideal for killing all those annoying little foot soldiers. Of course, this also allows you to save your lovely big missiles and rockets for the tougher enemy vehicles and sturdier buildings.

As ammo is by no means limitless, reckless blasting can leave you in a lot of trouble, but should you run out, there are some caches of weapons, that can be found dotted around the map... and this is where the retrieving comes in.

Quite often during the game, players will have to pick up stranded soldiers, rescue shot down pilots or pick up extra ammo and fuel. This is done by simply moving the helicopter over whatever you want to pick up and then letting



Obviously, chopper gags are beneath us. But anyway, what an enormous...



Clearly, this is an example of how not to pilot your mighty battle craft and not us being useless at the game at all.



# Strike



your co-pilot/aimer hook it up for you by means of his nifty winch.

Any veteran of the Amiga and Mega Drive versions of *Jungle* and *Desert Strike* will immediately feel at home with all this, as *Soviet Strike* follows in a similar vein to these classic games. The controls, the set-up and the way *Soviet Strike* plays are all similar to that of its predecessors. In fact, the only giveaway that this is a Saturn title are the graphics.

Unlike *Black Dawn*, *Soviet Strike* uses a 3D isometric view, giving players a complete 360° view. With the additional power of the Saturn, the programmers must have been tempted to follow the trend and go for the first person perspective but — quite rightly —



*Soviet Strike* looks good here — when you play it, it's simply amazing.



they've stuck with the view and formula that's already proven its worth. The result of this is a much more 'arcadey' feel to the game, which is exactly what the programmers were after. *Soviet Strike* isn't a simulation, this baby's all about shoot-'em-up action — with a heavy sprinkling of strategy, mind you.

## That was cool

One of the most important new graphical changes from the old original *Strike* pair, is that the landscapes are now 3D, rather than just flat 2D. Although, it's impossible to actually fly higher and lower, it does mean players can now, for example, hide behind the brow of a hill, using it to shield enemy gun-fire — then pop up and blow everything to bits! It also adds a lot more strategy to the game. Whereas before there was a certain amount of inevitability that



whichever way you approached a target, you'd ultimately have to charge on in with all guns blazing, now it's possible to manoeuvre around the map, into a position which is tactically more sound.

The 3D terrain's purpose is not only to add more strategy, it also looks absolutely fantastic. A lot of work has gone into making everything look as real and as detailed as is possible. The programmers have even gone to the extent of making the chopper's shadow fluctuate with the height of the terrain. This may seem like a small thing, but it's this sort of attention to detail that makes the game look so smart.

As well as the great in-game graphics, *Soviet Strike* also features loads of FMV cut sequences that, for a change, are integral to the game and really add to the overall experience. With some good acting, they not only help to immerse players in the make-believe world of the game, but they're actually interesting to watch.

Alas, *Soviet Strike* is not flawless and is not beyond reproach. Speeding from one side of the map to the other, the game had a tendency to jerk a bit. It's a small matter but could be quite infuriating at times. Let's hope they sort this out before release!

Even with a bit of jerking, though, *Soviet Strike* is still a totally classic game that looks good, plays well and is, most importantly, great fun. It just has to be regarded as an essential purchase. ●



## Score Sheet

Publisher:	Electronic Arts
Players:	One
Price:	£44.99
Released:	October
Game type:	Strategy/Shooter
GRAPHICS	93
SOUND	91
GAMEPLAY	92
OVERALL	%
	94
Score Sheet	





At last, the mighty blue hedgehog arrives on the Saturn — and it's totally cack, what a surprise!

# Sonic

**S**onic the Hedgehog, those words strike fear into the hearts of any self respecting game player. Sonic appeared in a huge amount of Sega games which, with the exception of the original game *Sonic the Hedgehog*, were all complete arse! Having realised that they had milked the little fella as much as they

could with the truly dire *Sonic 3*, Sega decided to take us all to another dimension, so hold on and pay close attention!

*Sonic 3D* first sprung up on the Mega Drive about nine months ago. It was the usual *Sonic* fodder but instead of being played via a 2D side on view, Sega opted to go for an isometric view — which isn't actually 3D, is it now Sega!

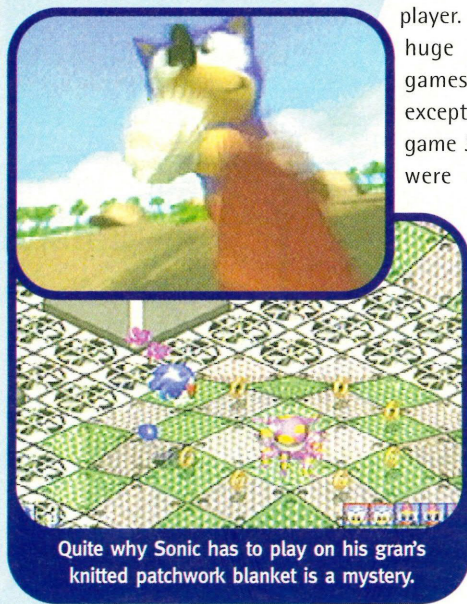
It would appear that they had totally forgotten what had made *Sonic* so much fun — the break neck speed, the colourful graphics and the general mayhem —

because this puppy was about as much fun as a trainspotter at a steam engine fair. Now that's not a lot of fun is it? We consider the game to have failed at almost every junction — it was slow and the control method was incredibly frustrating, making jumping on a foe almost impossible,



since due to the nature of isometric games, you have to be standing on the same plane or you'll miss! The levels were dull and samey too. Not satisfied with almost killing off their mascot, Sega also changed the style of play. *Sonic* is based on speed and that is what made the previous games a bit of a laugh, hurtling through the levels, randomly pressing the jump button, was the best way to play. Yet this adrenalin rush had been removed, so the tiny blue fella had to slowly walk around the isometric levels, in a quest to save the little creatures that filled each level. What followed was simply not a *Sonic* game. It had Sonic rolling over in his grave and the guy wasn't even dead yet.

Not wanting to sound even nastier but Sega even provided the ultimate insult, when they decided to update



Quite why Sonic has to play on his gran's knitted patchwork blanket is a mystery.



## Good Sonic Game Shocker!

Now you've seen how poor Sonic's 32-Bit debut was, we can at least bring some good news, coming in the shape of *Sonic Extreme*, a game which will utilise the *Nights* 3D graphics engine. The game finally gives you full freedom of movement around the play area, allowing all matter of *Sonic* related mayhem — but in all the dimensions you've dreamed of!

With Sony having *Crash Bandicoot* and Nintendo with *Mario*, selling their relative consoles like nobody's business, it was only a matter of time before the blue hedgehog made his way on screen in full 3D glory. The game style remains unchanged, collecting rings and destroying baddies as you

progress across the various themed landscapes. If the magic of the original could be worked on this version, we'll all be very happy little monkeys! Details to follow, so keep 'em peeled!







# 3D



Does that look like  
Theme Park or is it me?

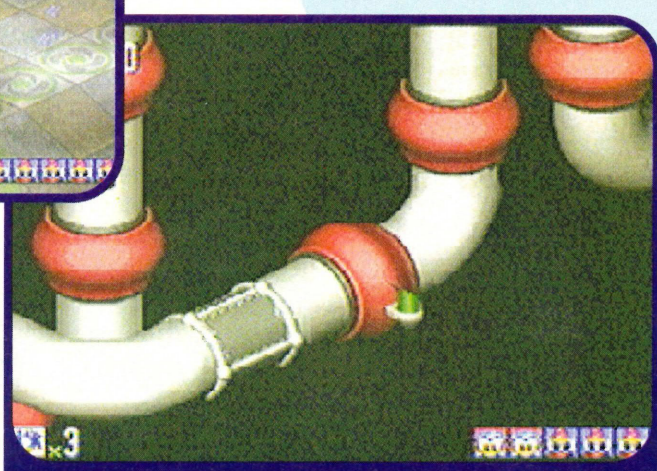


the awful Mega Drive version for the Saturn. Normally you associate the term 'update' with a company producing an enhanced version of the original game, tweaking the visuals and sound but leaving the gameplay intact. We think that someone had got a little confused here, because this puppy is exactly the same as the Mega Drive. We use the description '16-Bit game on a 32-Bit' console a little too much but this really is a 16-Bit game. The graphics are exactly the same, the frustrating gameplay remains un-tweaked. The only reason you would know you're actually playing on your Saturn, is the horrible blurry start-up sequence that you are treated



(ahem!) to at the start of the game. Even the music sounds the same.

We reckon that the release of this game was given the go ahead as a knee jerk reaction to the launch of the Nintendo 64, with Mario of course leading the way. But by this action, Sega have shot themselves in the foot. The Saturn has and always will be regarded as an arcade gamers machine — conversions of VF and *Sega Rally* back this up, so Saturn owners just won't want to play childish platform games on any system. Anyone that was considering



It's tempting to say that cleaning out sink pipes would be more enjoyable than playing *Sonic 3D*. But that would be cruel.

purchasing either a Saturn or an N64 who saw this game and assumed it was representative of the console, would be put right off and purchase the Nintendo bag of bolts. Words fail me, bar 'Avoid'!

## Spot the difference!



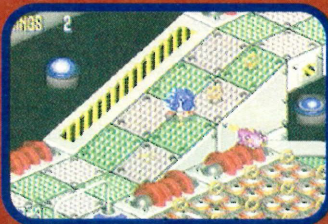
Looks alright I guess...  
Kind of.



Pretty similar looking to  
Stage 1, me thinks!



I see a clear pattern begin to  
form here!



The strange phenomenon  
known as deja vu!



Ah, who bleeding well  
cares, anymore!



I'm off up the pub mate,  
see ya!

## Score Sheet



Publisher: Sega  
Players: One  
Price: £44.99  
Released: March  
Game type: Platformer

GRAPHICS **59**

SOUND **56**

GAMEPLAY **40**

OVERALL %

# 39

## Score Sheet





Earth can seem so far away, when you're trapped in the darkest depths of hell, fighting every step of the way. Very few ever manage to see the light again after entering this monstrous shoot-'em-up. So, for those struggling within the confines of *Doom's* hellish nightmare, a guide has come to your rescue to save you from being *Doom-ed* forever more...

# Doom

## Good Advice

Although some would say that to be a true *Doomster*, a psychopath is the only way to be, in reality, intelligence is the key to success.

- 1) Instead of rushing around in a blasting frenzy, take each corner with caution, using the strafe button to bring the unknown into view.
- 2) Be prepared to retreat if things get too hectic, as the creatures may follow and you can set yourself up with some cover.
- 3) Ensure that you have secured areas behind you, as all too often you can end up being shot in the back by an unseen enemy.
- 4) Don't pick up all the items as soon as you find them — save them until they're really necessary.
- 5) Keep referring to the map to stay orientated.
- 6) Sidestep enemy fire to keep them in view, so you can keep shooting.
- 7) Listen to the sound effects, as they can often reveal where creatures are and where doorways may be.
- 8) Try to shoot the barrels when enemies are near them, as this can save precious ammo.

## Chain saw

This weapon is an efficient killer but only at close range, so it is best used with caution. Drawing the enemy round a corner and then making a kill is generally the best method.



## Pistol

Not really an ideal weapon for killing hordes of monsters but handy, it is always by your side just in case of emergencies.



## Shotgun

The shotgun is the best weapon to keep in hand as it is relatively powerful, especially at close range. Long distance shots tend to be quite weak though, as the gunshot spreads out.



## Chaingun

This gun is ideal to use in monster packed corridors but it is not very powerful, so it is best used only on the weaker creatures.



## Weapons

## Double Barrel Shotgun

This gun provides a maximum gore factor and is extremely powerful but it takes a long time to reload, so aim has to be perfect.



## Rocket Launcher

This weapon packs a punch and must be used with great care. It can kill several creatures at once but be sure to use it at long range only, as it can damage you as well.



## Plasma Rifle

This gun fires rounds extremely quickly and is powerful too but keep an eye on your ammo, as it can run out all too quickly. This is definitely the best weapon for monster packed rooms.

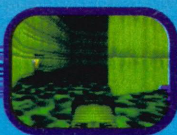
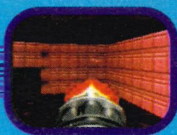


## BFG

This is by far the most powerful weapon and is ideal for clearing rooms full of monsters. It's also best against the big baddies.







# Doom

## Two Player Modes

### Cooperative Mode

This mode is very much like the One Player mode and the tactics are generally the same — but, it must be remembered that cooperation really is essential for success. Splitting yourselves up is unadvisable, as meeting in dark corridors can lead to an

exchange of unwelcome gunfire. Items should also be equally shared to extend the longevity of each other and not stashed! Good communication can also aid orientation and strategy, so keep informing one another of your position frequently.

### Deathmatch

There are several tactics which can give an edge over an opponent, which are as follows. Collecting as many weapons as possible not only provides you with an awesome infantry but also cleverly restricts

the number of weapons obtainable by your opponent, which can give a great advantage. Putting on the pressure can also be necessary, especially after a heavy exchange of gunfire — so give chase when the opportunity arises. Setting traps by hiding around corners can be ideal,

especially if the opponent has an ego too big for anyone's liking. Try waiting near a teleport and letting all hell break loose when they appear. Finally, keep an ear open for movement such as an elevator moving — this can provide clues as to where your opponent is located.

### Cheats

To activate the following cheats, first pause the game before pressing the following combinations —

#### Invincibility

Down, L2, Square, R1, Right, L1, Left, Circle

#### Full Inventory

Cross, Triangle, L1, Up, Down, R2, Left, Left

#### Level Warp

Right, Left, R2, R1, Triangle, L1, Circle, Cross. (To pick level use Left and Right and Cross to select).

#### X-Ray Vision

L1, R2, L2, R1, Right, Triangle, Cross, Right

#### Map All

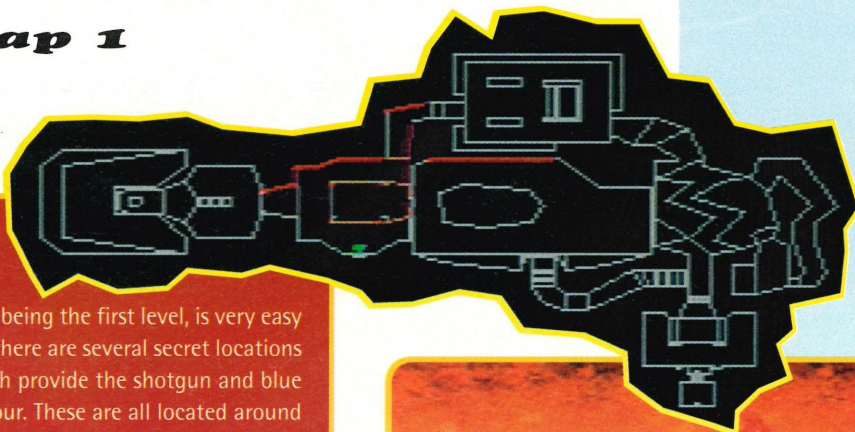
Triangle, Triangle, L2, R2, L2, R2, R1, Square

#### Map All — including Objects

Triangle, Triangle, L2, R2, L2, R2, R1, Circle

## Doom Levels

### Map 1



This, being the first level, is very easy but there are several secret locations which provide the shotgun and blue armour. These are all located around the room full of acid. To activate the elevator in the green room, run from the opposite end, across the acid. Watch for the grey wall within the brown, as this is a secret door which leads to the outside of the building.

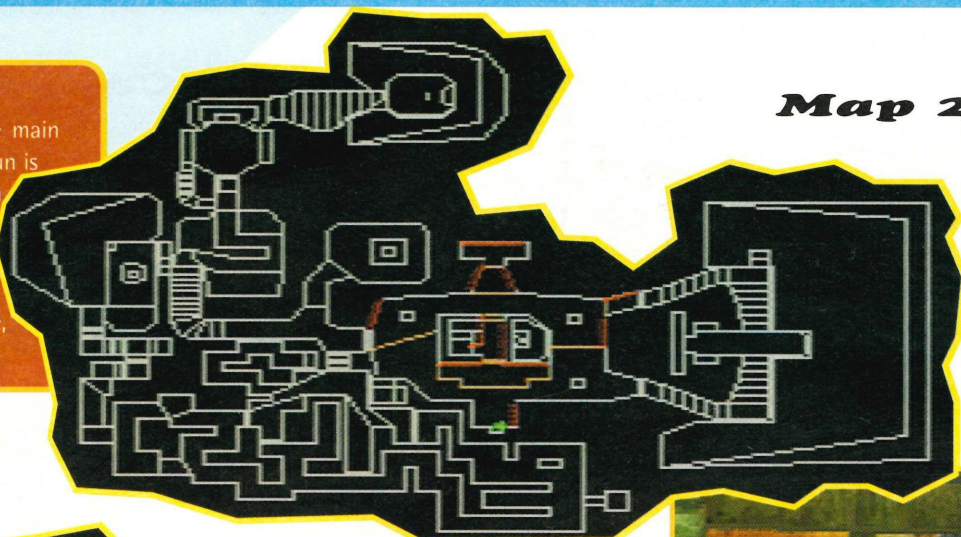






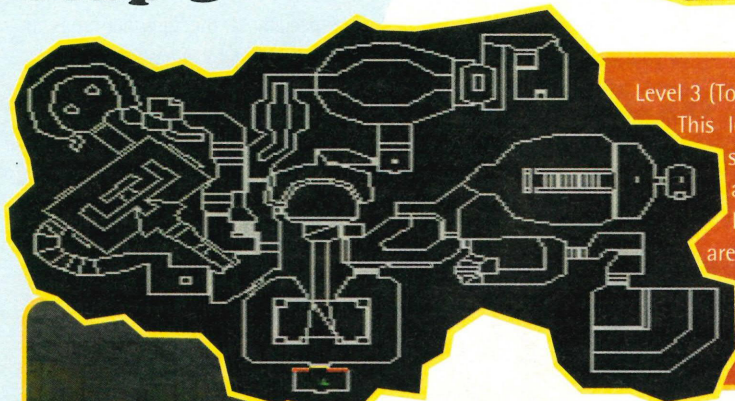
## Level 2 (Plant): CR13WDD3DB

The chaingun and the chainsaw are the main hidden bonuses on this level. The chaingun is found outside the building, right from where you begin. To activate the secret opening, a brown wall within the grey reveals a switch in the first room. The chaingun can be found within the maze, behind the left side of the red door.



### Map 2

### Map 3



## Level 3 (Toxin Refinery): 3JJCMK8W64

This level contains a large number of secrets, which include items such as a rocket launcher, chainsaw and a level warp bonus. All of the secrets are based around the main first room.

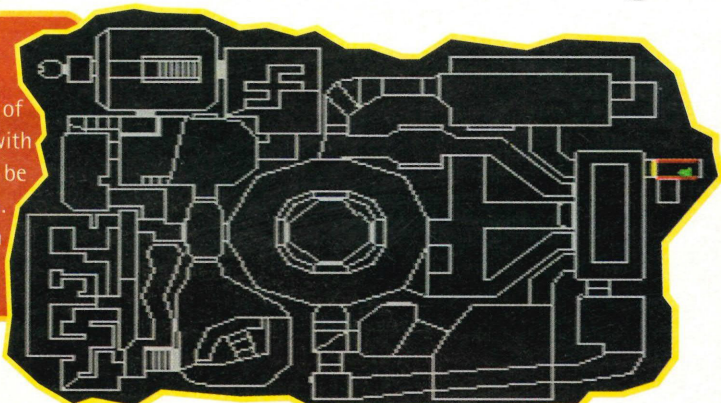
When nearing the level warp, be prepared for the ambush set by a large horde of monsters.



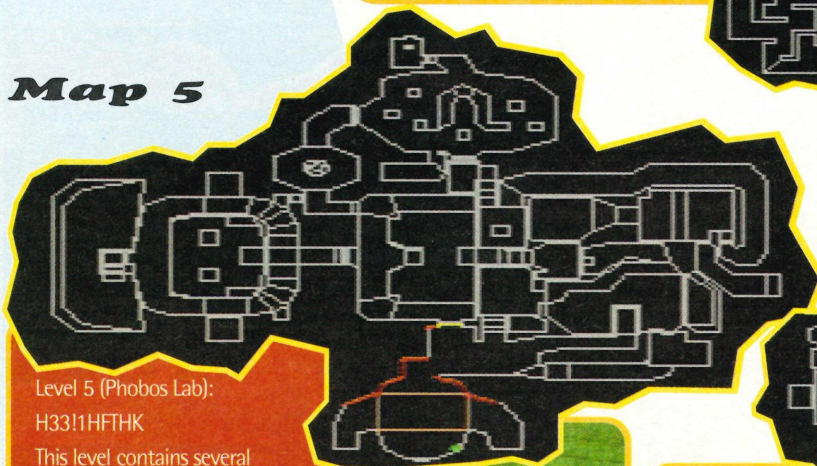
### Map 4

## Level 4 (Command Control): 03LTJOY102

This level contains a huge number of creatures but is also well stocked with items. The rocket launcher can be found at the end of an acid stream. A protective suit can be found in the centre arena of the level.



### Map 5



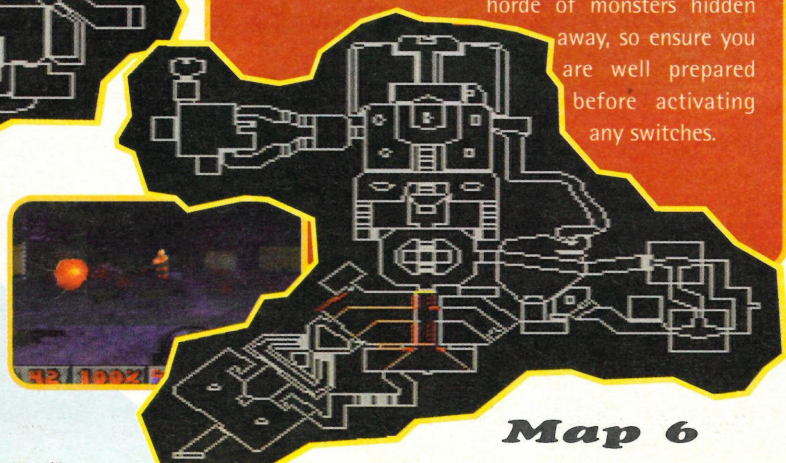
## Level 5 (Phobos Lab): H3311HFTHK

This level contains several secret rooms, containing items such as a chainsaw and a rocket launcher. The pool of acid near the beginning of the level contains a hidden doorway, revealing a room with a rocket launcher. This level requires caution as there are many monsters.



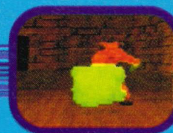
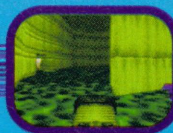
## Level 6 (Central Processing): 04MSKZX9Z1

This level requires a great deal of searching for the keys — but beware of the many ambushes that await you. The room containing the exit has an especially large horde of monsters hidden away, so ensure you are well prepared before activating any switches.

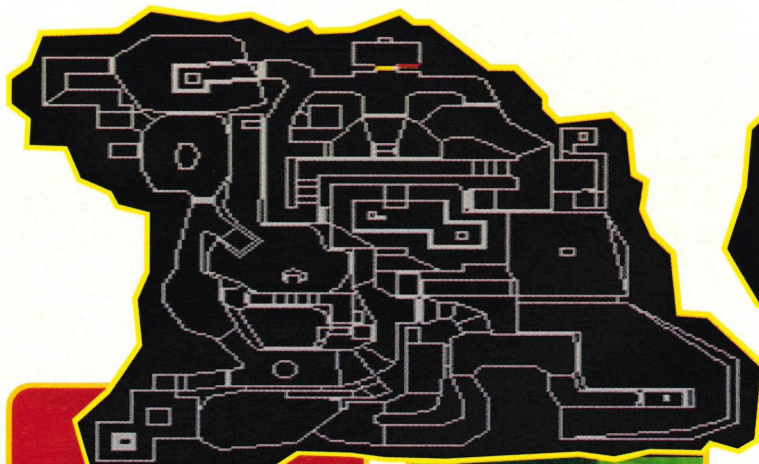


### Map 6



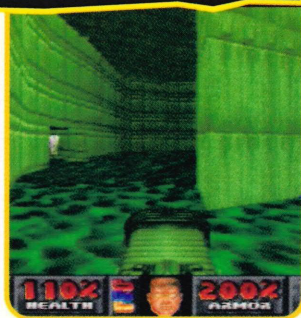


## Map 7

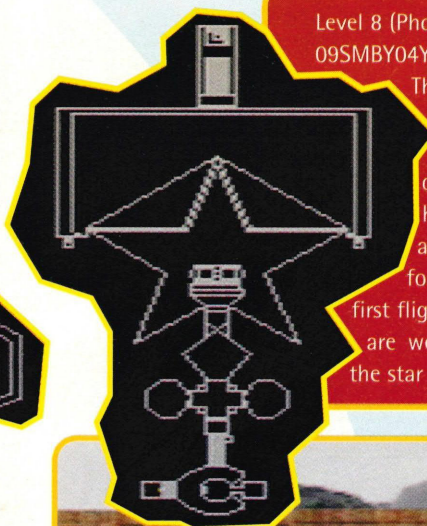


Level 7 (Computer Station):  
YTLCXXLV

This level requires a great deal of searching for the keys. The fighting is very hard throughout but straightforward, as there are very few traps. There is also plenty of cover available to fight intelligently and this is what's really required. Many of the acid pools contain items.



## Map 8

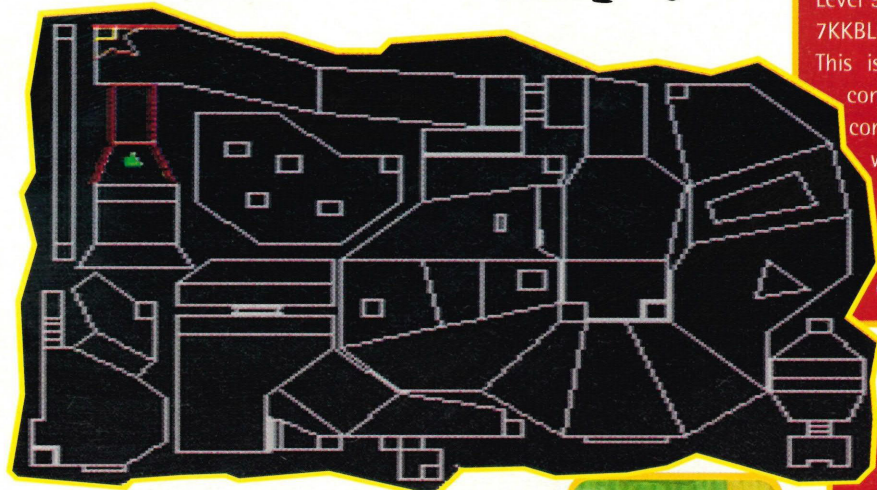


Level 8 (Phobos Anomaly):  
09SMBY04YW

This is a very short level but contains two very tough monsters. There is only one hidden room located here, containing a blue armour suit, which can be found at the bottom of the first flight of stairs. Make sure you are well armed before entering the star shaped room.



## Map 9

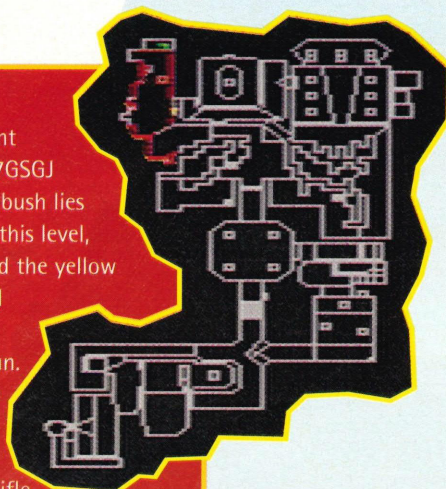


Level 9 (Diemos Anomaly):  
7KKBLD7V53

This is a relatively small level but contains many monsters. It also contains some transporter puzzles, which can place you in the middle of many monsters. The end of the level, near the exit also has two pretty powerful creatures – so be prepared.



## Map 10



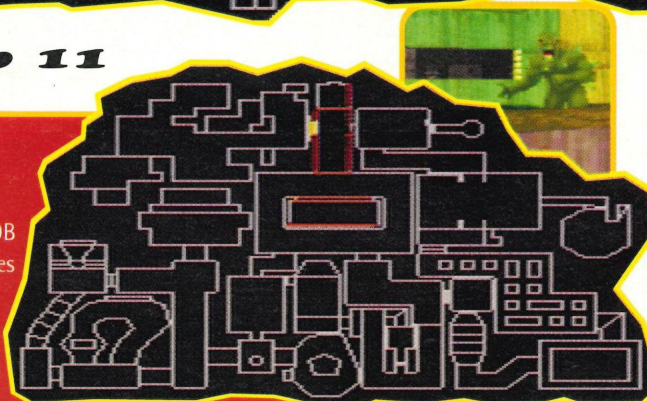
Level 10  
(Containment Area): FM4217GSGJ  
One major ambush lies ahead during this level, located around the yellow key, so be well armed or prepared to run. There are very few hidden bonuses – a mere plasma rifle being the main prize, which is found hidden above a pillar.



## Map 11

Level 11  
(Refinery): H!!3WDGLDB  
Big creatures begin to become the norm on this

level, with a special surprise right at the beginning. The trick is to avoid these, as they cannot follow you. The BFG 9000 can also be found on this level, near the start inside a little green room.

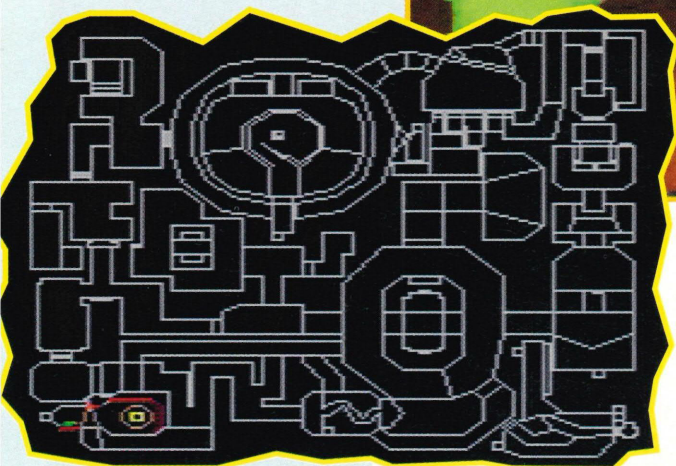






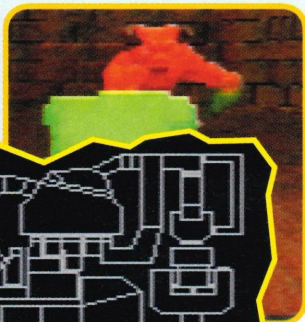
## Tips

### Map 12



Level 12 (Deimos Lab): 07QPDW26WY

Several big creatures wait to confront you in very awkward areas, so tread carefully and remember to secure areas behind you – because running for cover may be necessary! There are a few bonus items in the acid pools but most are very well guarded, so beware.

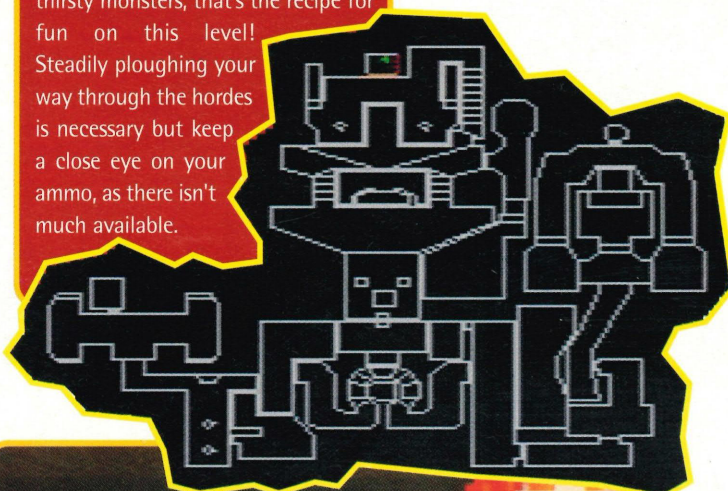


### Map 13

Level 13 (Command Centre):

H776XCKPCF

Big rooms and bigger hordes of blood thirsty monsters, that's the recipe for fun on this level! Steadily ploughing your way through the hordes is necessary but keep a close eye on your ammo, as there isn't much available.



### Map 14

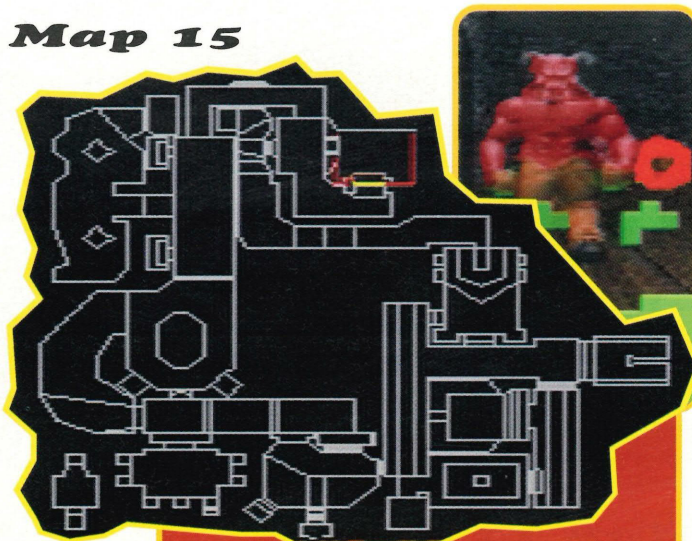


Level 14 (Halls of the Damned): Y6PQH1171Z

The first room contains a rocket launcher but beware, because behind the first door waits a big nasty, so give some distance when firing the rockets. Large pools of acid have to be crossed with no protection, so make sure you use the run button.



### Map 15

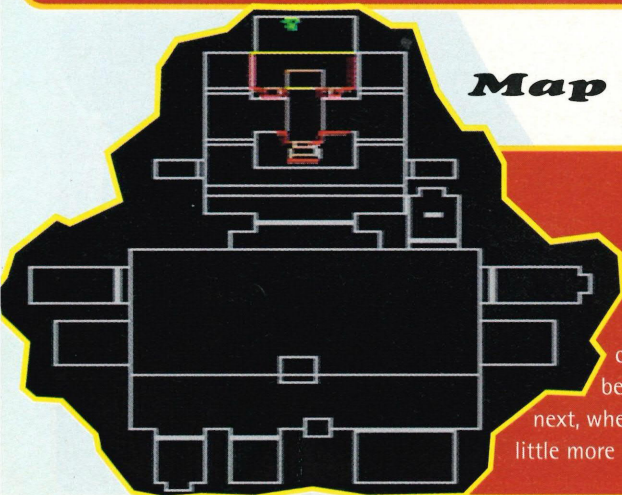


Level 15 (Spawning Vats): YPPQH11Q1Z

This level has one major confrontation, which can be easily dealt with because of an invincibility power up being nearby. The fight can be won without it – but not without loss. A big monster also awaits near the exit, so be prepared as it may knock you into an inescapable pool of acid.



### Map 16



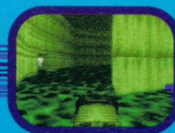
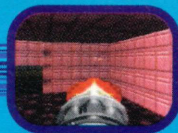
Level 16 (Hell Gate):

FGZY5MMYMP

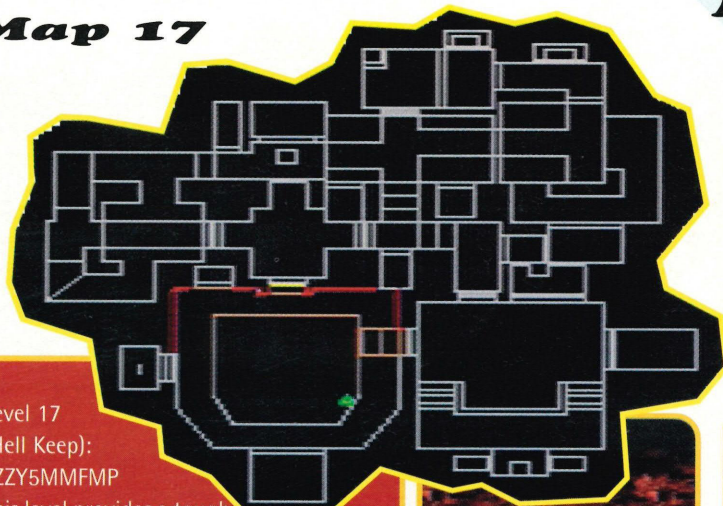
A relatively simple level, this one. You should be able to collect all the bonuses before moving onto the next, where things start to get a little more tricky.





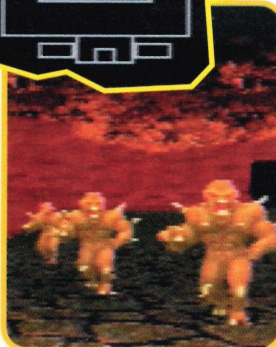


## Map 17

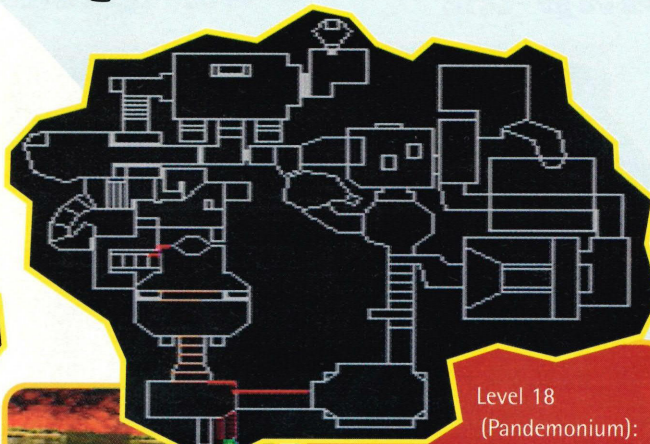


Level 17  
(Hell Keep):  
FZZY5MMFMP

This level provides a tough fight, so tread carefully. The puzzles are simple but made awkward by the sheer number of monsters. Near the exit at the end of the level, is an especially large group of creatures, so ensure you have enough ammo. There is little ammo in the level — so shoot sparingly.



## Map 18



Level 18  
(Pandemonium):  
YOHP33X35

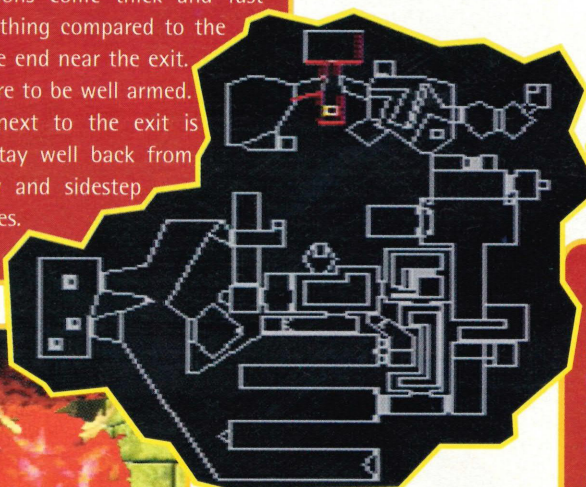
This level's layout is very congested and requires a great deal of close combat. There is only one major room of bonuses, which can be opened by standing on what looks like an altar. Although there are a large number of minor creatures, there is only one large enemy.



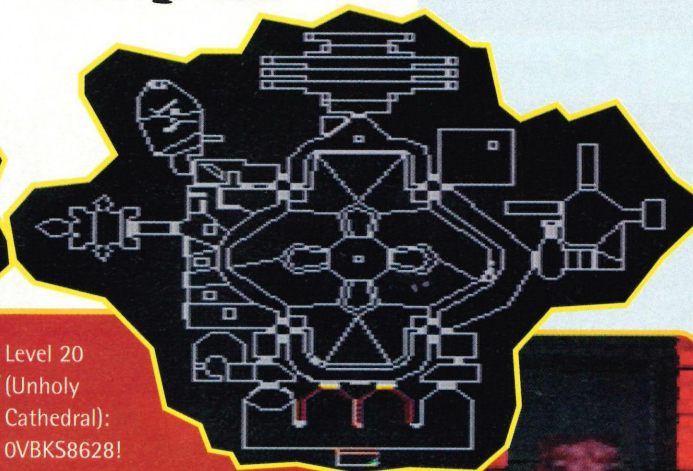
## Map 19

Level 19 (House of Pain): HYYZ8SLGSQ

Once through the first transporter, confrontations come thick and fast but are nothing compared to the fight at the end near the exit. — so be sure to be well armed. The yard next to the exit is large, so stay well back from the enemy and sidestep their missiles.



## Map 20



Level 20  
(Unholy Cathedral):  
OVBKS8628!

Transporters are the main hardship during this level because there are so many of them to be navigated. The trick is to take note of the scenery, to remind yourself of which transporter goes where. Scenery will also help orientation through the maze. Another tip — be sure that you run over the poisonous pools.



## Map 21

Level 21 (Mt Erebus): HVV29RPKRT

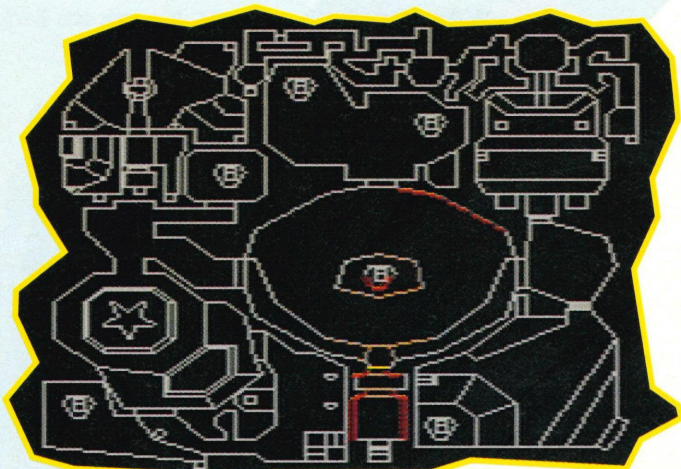
This level's layout contains several separate buildings, which contain all the keys. The main challenge lies outside the buildings with the large number of creatures but there is a large amount of space, so utilise it wisely with sidestep dodging.





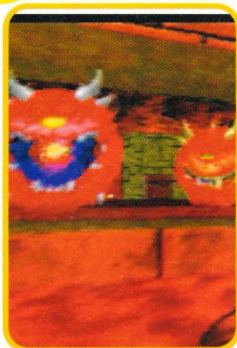


## Map 22



Level 22 (Limbo): OWCJT75179

Use of the transporters and keys are not the only problems in this level — although they are hard enough. There are also large areas covered in acid and a few, powerful monsters. It is very important to take note of your health before stepping onto the acid and again, be sure to use the run button to cross them.



## Map 23



Level 23 (Tower of Babel): HWW1!QNJOS

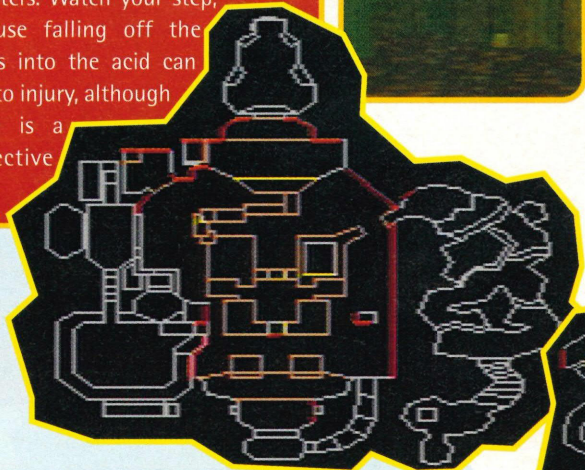
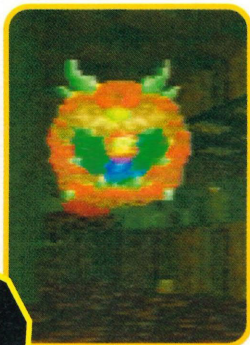
This level can prove to be incredibly hard because of the number of big monsters, including a CyberDemon. The only way to complete it, is to kill all of the creatures — so keep running to avoid missiles until you can reach a clear space. Use your most powerful weapons!



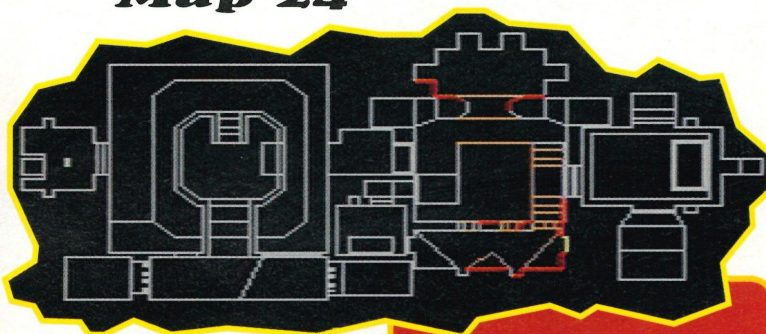
## Map 25

Level 25 (Perfect Hatred): H11W3PRCPM

An automatic weapon such as the plasma rifle, is essential for this level, which pits you against hundreds of monsters. Watch your step, because falling off the pillars into the acid can lead to injury, although there is a protective suit.



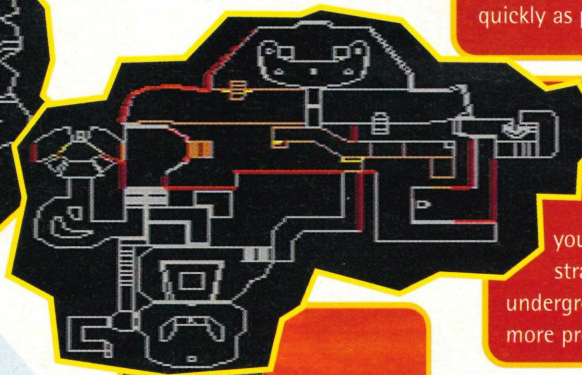
## Map 24



Level 24 (Hell Beneath): 01JCL68W64

The narrow ledges which you have to fight on make dodging missiles difficult, so try to kill the enemy as quickly as possible.

## Map 26



Level 26 (Sever the Wicked): 02KBM57V53

Activate the switch to your left and make a dash straight for the tunnel underground, where you will be more protected from your foes.



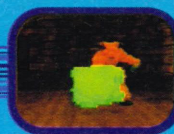
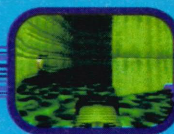
## Doom 2 Levels

Level 31  
(Entryway): COW1!QNJOS  
Level 32  
(Underhalls): VM!3V1D3DB  
Level 33  
(The Gauntlet): W394W2DMFC

Level 34  
(The Focus): ZQ58ZKJRKH  
Level 35  
(The Waste Tunnels): Z758ZKJ8KH  
Level 36  
(The Crusher): 5C2V3DQBNL  
Level 37  
(Dead Simple): NCKBLX7V53

Level 38  
(Tricks and Traps): 1Q580FCRKH  
Level 39  
(The Pit): HTMSKZZ9Z1  
Level 40  
(Refuelling Base): WS58ZKCRKH





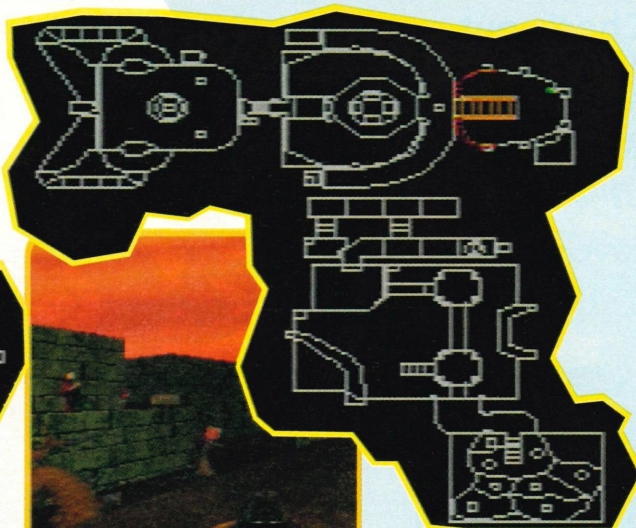
## Map 27

**Level 27 (Unruly Evil):** H22V4NOBNL  
A very tough level, filled with enemy creatures but it can be won with intelligent fighting tactics. There are plenty of health bonuses to be found lying around but few ammo bonuses so fire very sparingly if at all possible.

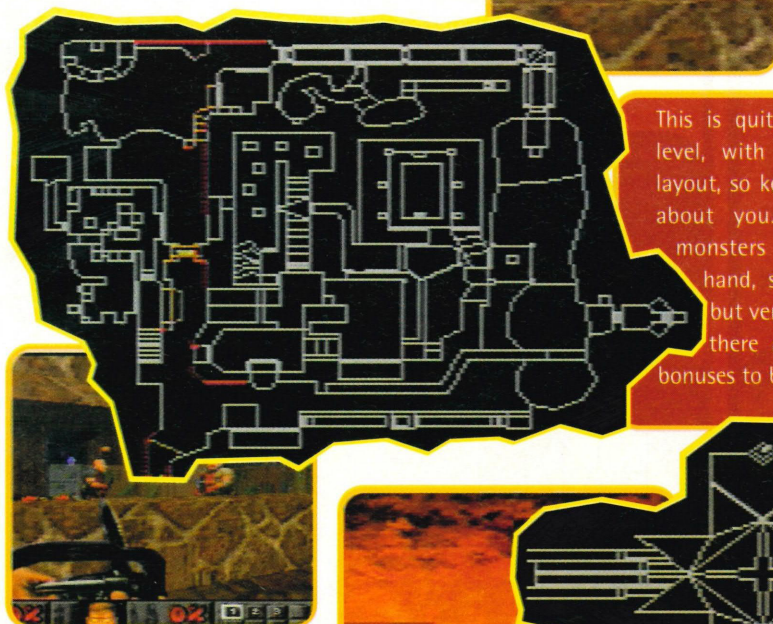


## Map 28

**Level 28 (Unto the Cruel):** 0ZGFN4!Y46  
Yet another slogathon but there are plenty of bonuses to be had behind hidden doorways, so check anything that looks interesting. There are a few simple transporters but the number of creatures proves to be the biggest problem.



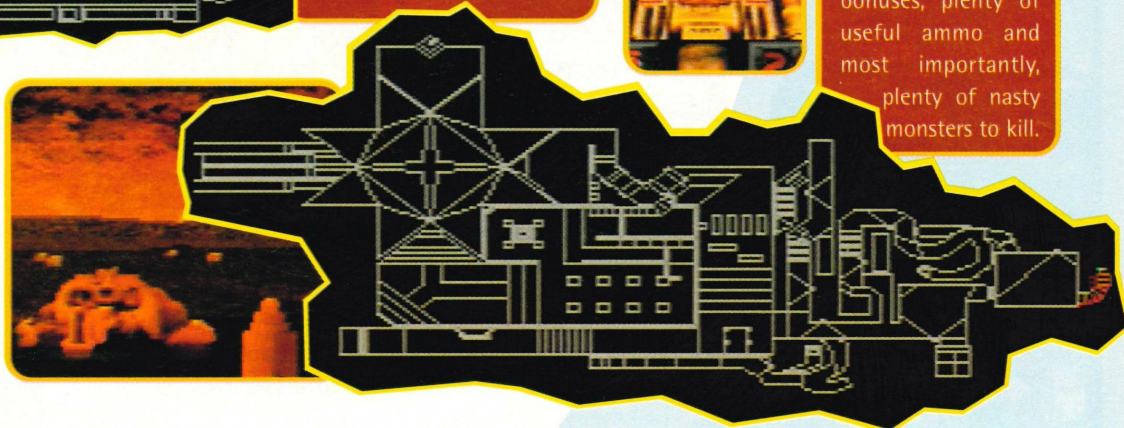
## Map 29



This is quite a complex level, with a confusing layout, so keep your wits about you. Hordes of monsters are also at hand, so fight hard but very carefully as there are very few bonuses to be had.

## Map 30

**Level 30 (Threshold of Pain):** 00HDP39X35  
Truly a test of your honed fighting skills, as there is plenty of everything in here – plenty of nice health bonuses, plenty of useful ammo and most importantly, plenty of nasty monsters to kill.



Level 41  
(O of Destruction): CSNRG2W820  
Level 42  
(The Factory): WT670JBQJG  
Level 43  
(The Inmost Dens): DQLTJ1Y!02  
Level 44  
(The Suburbs): 0Q76XCKPCF  
Level 45  
(Tenements): HQQPDW26WY  
Level 46  
(The Courtyard): 0R85YBJNBD  
Level 47  
(The Citadel): HRRNFV15VX  
Level 48

(Nirvana): 0DX07TMHTR  
Level 49  
(The Catacombs): HDDHQ!40!8  
Level 50  
(Barrels of Fun): 0FYZ8SLGSQ  
Level 51  
(Bloodfalls): HFFGR93Z97  
Level 52  
(Abandoned Mines): 0BV29RPKRT

Level 53  
(Monster Condo): HBBKS8628!  
Level 54  
(Redemption): 0CW1!QNJQS  
**Hidden Levels**  
Level 55  
(Fortress of Mystery):

SCNRG2W820  
Level 5  
(The Military Base): 3P67ZNBQJG  
Level 57  
(The Marshes): JCGDNFL665  
Level 58  
(Club Doom): LP1RY8!000





# Street Fight

Check out our essential guide to all the best moves in the latest and greatest installment of everyone's favourite street fighting saga.



## Ryu



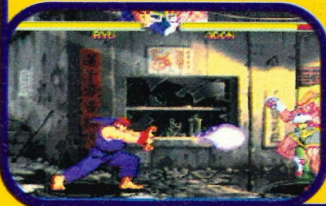
Fireball: Down, DownForward, Forward + Punch  
Hurricane Kick: Down, DownBack, Back + Kick (air)  
Dragon Punch: Forward, Down, DownForward + Punch  
Fake Fireball: Down, DownForward, Forward + Start

### Super Combos

SHINKUU HADOKEN: Down, DownForward, Forward, Down, DownForward, Forward + Punch

SHINKUU

TATSUMAKISEMPUUKYAKU: Down, DownBack, Back, Down, DownBack, Back + Kick



## Adon

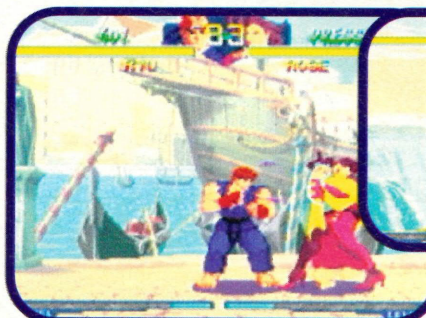


Jaguar Kick: Down, DownForward, Forward + Kick  
Jaguar Tooth: Forward, DownForward, Down, DownBack, Back + Kick  
Rising Jaguar: Forward, Down, DownForward + Kick

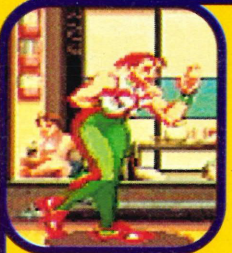
### Super Combos

JAGUAR ASSAULT: Down, DownForward, Forward, Down, DownForward + Punch, tap Punch or Kick

JAGUAR REVOLVER: Down, DownForward, Forward, Down, DownForward, Forward + Kick, Back + Kick



Oi, mister, you've got a man stuck on your foot.



## Chun Li

Fireball: Back, DownBack, Down, DownForward, Forward + Punch  
Lightning Leg: Tap Kick  
Rising Bird Kick: Charge Down, Up + Kick  
Flip Kick: Forward, DownForward, Down, DownBack, Back + Kick

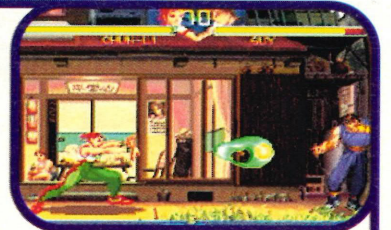
### Super Combos:

KIKOSHO: Down, DownForward, Forward, Down, DownForward, Forward + Punch

THOUSAND BURST KICK: Charge Back, Forward, Back, Forward + Kick

BRAVE MOUNTAIN

RISING HEAVEN KICK: Charge DownBack, DownForward, DownBack, Up + Kick







# ter Alpha 2



Zangief goes  
off at a bit of  
a funny  
tangent



**Guy**



Bushin Dash: Down, DownForward, Forward + 2Kicks  
Bushin Hurricane Kick: Down, DownBack, Back + Kick  
Bushin Air Throw: Down, DownForward, Forward + Punch, Punch  
Turn Punch: Down, DownBack, Back + Punch

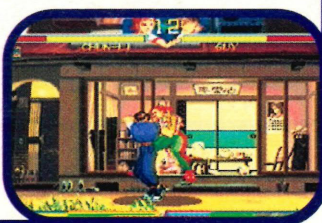
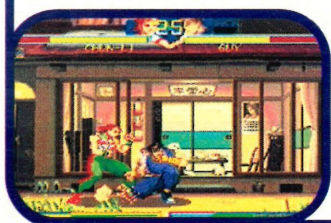
## Super Combos

BUSHIN STRONG

THUNDER KICK: Down, DownForward, Forward, Down,  
DownForward + Kick

BUSHIN EIGHT

DOUBLE FIST: Down, DownForward, Forward, Down,  
DownForward + Punch tap Punch



**Ken**



Fireball: Down, DownForward, Forward + Punch  
Hurricane Kick: Down, DownBack, Back + Kick (air)  
Dragon Punch: Forward, Down, DownForward + Punch  
Roll: Down, DownBack, Back + Punch  
Fake Roll: Down, DownForward, Forward + Start

## Super Combos

SHORYU REPPA: Down, DownForward, Forward, Down,  
DownForward + Punch

SHINRYUKEN: Down, DownForward, Forward, Down,  
DownForward + Kick, tap Kick



**Dhalsim**

Yoga Fire: Down, DownForward, Forward + Punch  
Yoga Flame: Forward, DownForward, Down, DownBack, Back + Punch  
High Yoga Flame: Forward, DownForward, Down, DownBack, Back + Kick  
Yoga Teleport: Back, Down, DownBack or Forward, Down, DownForward  
+ 3Kick or 3Punch (air)

## Super Combos

YOGA INFERNO: Down, DownForward, Forward, Down, DownForward,  
Forward + Punch

YOGA STRIKE: Down, DownForward, Forward, Down, DownForward,  
Forward + Kick







## Gen



Mantis Style: 3Punch  
 Rising Kick: Forward, Down, DownForward + Kick  
 Rapid Punch: Tap Punch  
 Crane Style: 3Kick  
 Roll Attack: Charge Back, Forward + Punch  
 Wall Dive: Charge Down, Up + Kick

### Super Combos

FORWARD RUSH: Down, DownForward, Forward, Down, DownForward, Forward + Punch  
 SLAP BARRAGE: Down, DownBack, Back, Down, DownBack, Back + Punch  
 AIR THROW: Down, DownForward, Forward, Down, DownForward, Forward + Punch  
 WALL DIVE: Jump, Down, DownBack, Back, Down, DownBack, Back + Kick

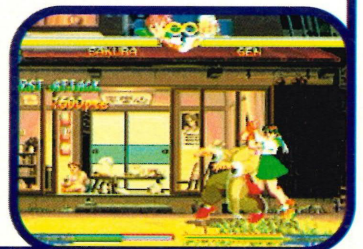
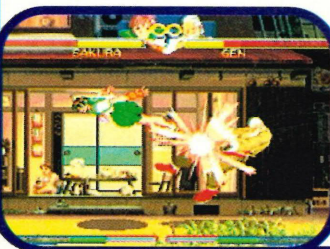


## Sakura

Fireball: Down, DownForward, Forward + Punch, Punch, Punch  
 Dashing Dragon Punch: Forward, Down, DownForward + Punch  
 Hurricane Kick: Down, DownBack, Back + Kick

### Super Combos

SUPER FIREBALL: Down, DownForward, Forward, Down, DownForward, Forward + Punch  
 SUPER DRAGON PUNCH: Down, DownForward, Forward, Down, DownForward, Forward + Kick  
 SUPER SLIDE KICKS: Down, DownBack, Back, Down, DownBack, Back + Kick

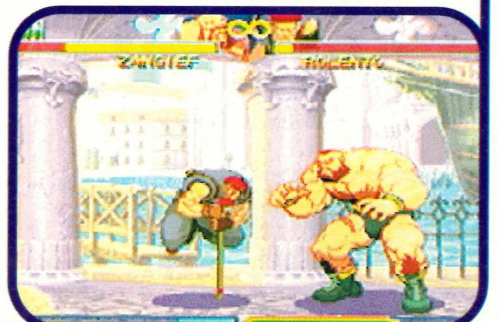
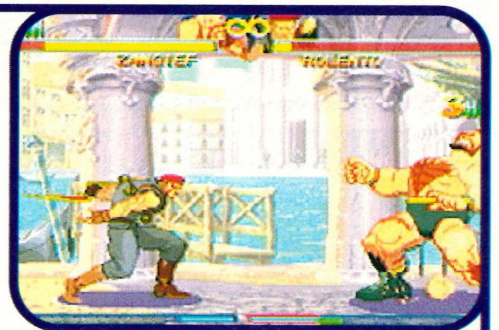


## Relento

Patriot Circle: Down, DownForward, Forward + Punch  
 Mekong Delta Attack: Down, DownBack, Back + Punch, Punch  
 Mekong Delta Escape: Down, DownBack, Back + Kick  
 Mekong Delta Air Raid: 3Punch, Punch  
 Stinger: Forward, Down, DownForward + Kick, Kick  
 Quick Jump: Down, Up, Kick  
 Safe Landing: 3Kick (after jumping, near the ground)

### Super Combos

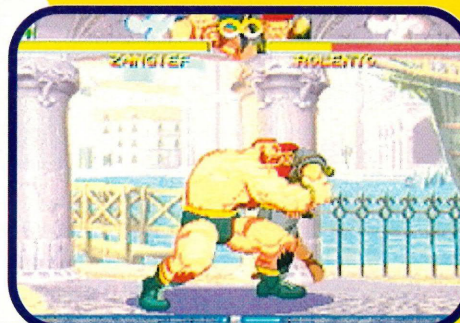
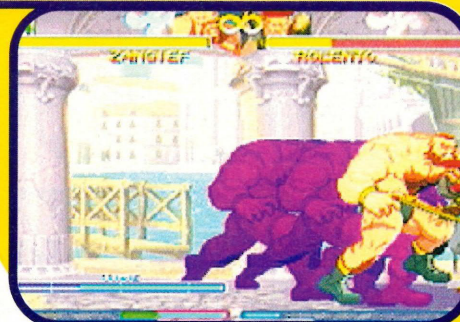
MINE SWEEPER: Down, DownBack, Back, Down, DownBack, Back + Punch  
 TAKE NO PRISONERS: Down, DownForward, Forward, Down, DownForward, Forward + Kick







## Zangief



Spinning Clothesline:

2Punch

Short Clothesline:

2Kick

Banishing Punch:

Forward, Down, DownForward + Punch

Spinning Pile Driver:

360 + Punch

Siberian Bear Crusher:

360 + Kick (far)

Siberian Suplex:

360 + Kick (close)

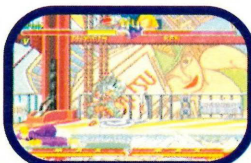
### Super Combos

FINAL ATOMIC BUSTER:

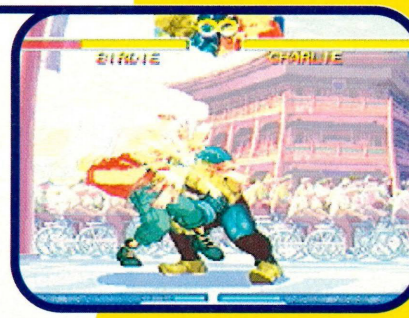
720 + Punch

AERIAL RUSSIAN SLAM:

Down, DownForward, Forward, Down,  
DownForward, Forward + Punch



## Charlie



Sonic Boom:

Charge Back, Forward + Punch

Somersault Shell:

Charge Down, Up + Kick

### Super Combos

SONIC BREAK: Charge Back, Forward, Back, Forward + Punch,  
Tap Punch

SOMERSAULT JUSTICE: Charge DownBack, DownForward,  
DownBack, Up + Kick

CROSSFIRE BLITZ: Charge Back, Forward, Back, Forward + Kick

## Birdie

Bull Head:

Charge Back, Forward + Punch

Bull Horn:

Hold 2Punch or 2Kick 1 sec, release

Murderer Chain:

360 + Punch

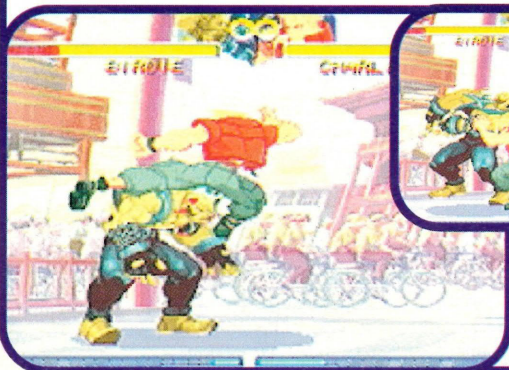
Bandit Chain:

360 + Kick

### Super Combos

BULL REVENGER: Down, DownForward, Forward, Down,  
DownForward + Punch or Kick

THE BIRDIE: Charge Back, Forward, Back, Forward + Punch







## Rose

- Soul Spark: DownBack, Down, DownForward, Forward + Punch  
 Soul Reflect: Down, DownBack, Back + Punch  
 Soul Throw: Forward, Down, DownForward + Punch  
 Soul Spiral: Down, DownForward, Forward + Kick

### Super Combos

- AURA SOUL SPARK: Down, DownBack, Back, Down, DownBack, Back + Punch  
 AURA SOUL THROW: Down, DownForward, Forward, Down, DownForward + Punch  
 SOUL ILLUSION: Down, DownForward, Forward, Down, DownForward + Kick



## Sodom



- Jigoku Scrape: Down, DownForward, Forward + Punch  
 Shiraha Catch: Forward, Down, DownForward + Kick  
 Butsumetsu Buster: 360 + Punch  
 Daikyo Burning: 360 + Kick  
 Jutting Kick: Back, DownBack, Down + Kick (after knockdown)  
 Super Roll: Forward, DownForward, Down + Punch (after knockdown)

### Super Combos

- SUPER  
 RUSHING JIGOKU: Down, DownForward, Forward, Down, DownForward, Forward + Punch  
 OMEGA SLAM: 720 + Punch



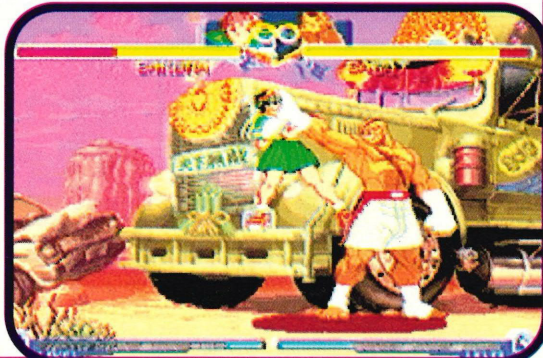
## Sagat



- High Tiger Shot: Down, DownForward, Forward + Punch  
 Low Tiger Shot: Down, DownForward, Forward + Kick  
 Tiger Crush: Forward, Down, DownForward + Kick  
 Tiger Blow: Forward, Down, DownForward + Punch

### Super Combos

- TIGER CANNON: Down, DownForward, Forward, Down, DownForward, Forward + Punch  
 TIGER GENOCIDE: Down, DownForward, Forward, Down, DownForward + Kick  
 TIGER RAID: Down, DownBack, Back, Down, DownBack, Back + Kick







## Akuma

Blue Fireball:	Down, DownForward, Forward + Punch
Red Fireball:	Forward, DownForward, Down, DownBack, Back + Punch
Air Fireball:	Jump, Down, DownForward, Forward + Punch
Dragon Punch:	Forward, Down, DownForward + Punch
Hurricane Kick:	Down, DownBack, Back + Kick (air)
Ashura Warp:	Back, Down, DownBack or Forward, Down, DownForward + 3Kick or 3Punch
Roll:	Down, DownBack, Back + Punch
Hundred Demon Somersault:	Down, DownForward, Forward, UpForward + Punch, Punch or Kick

### Super Combos

MESSATSU FIREBALL:	Forward, DownForward, Down, DownBack, Back, Forward, DownForward, Down, DownBack, Back + Punch
MESSATSU UPPERCUT:	Down, DownForward, Forward, Down, DownForward + Punch
VIOLENT AIR SLASH:	Jump, Down, DownForward, Forward, Down, DownForward, Forward + Punch
INSTANT HELL MURDER:	Jab, Jab, Forward, Short, Fierce (Level 3)



## M. Bison

Psycho Shot:	Charge Back, Forward + Punch
Double Knee Press:	Charge Back, Forward + Kick
Head Press:	Charge Down, Up + Kick
Somersault Skull Diver:	Charge Down, Up + Punch, Punch
Bison Warp:	Back, Down, DownBack or Forward, Down, DownForward + 3Kick or 3Punch

### Super Combos

KNEE PRESS NIGHTMARE:	Charge Back, Forward, Back, Forward + Kick
PSYCHO CRUSHER:	Charge Back, Forward, Back, Forward + Punch

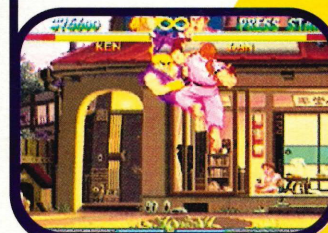


## Dan

Self-Taught Wave Punch:	Down, DownForward, Forward + Punch
Shiny Dragon Punch:	Forward, Down, DownForward + Punch
Flurry Kick:	Down, DownBack, Back + Kick
Rolling Taunt:	Down, DownForward, Forward or Down, DownBack, Back + Start

### Super Combos

SUPER WAVE PUNCH:	Down, DownForward, Forward, Down, DownForward, Forward + Punch
SUPER SHINY DRAGON:	Down, DownForward, Forward, Down, DownForward, Forward + Kick
CERTAIN VICTORY:	Down, DownBack, Back, Down, DownBack, Back + Kick
SUPER TAUNT:	Down, DownForward, Forward, Down, DownForward, Forward + Start







# Hardcore 4x4

## Fact Sheet



Publisher: Gremlin  
Players: One  
Price: £44.99  
Released: Out Now  
Game type: Racing

## Fact Sheet

## The Trucks

All of the trucks in *Hardcore* may look very similar but underneath those dull colour schemes, lie six very different off-road vehicles, each suited to a particular type of terrain and track

**So you want to notch up some Hard Scores on Hardcore? Well you've come to the right place. Check out our truck by track guide and exclusive cheats from those crazy guys at Gremlin!**



### Bush Master Green

A good truck for beginners because of its good all-round abilities — sort of a jack of all trades but master of none.



### Side Winder Orange

The suspension is about as good as it gets. Not a great all rounder but ideal with the pot holes in the Sun Baked Gulch.



### Dust Devil Red

Office favourite, just because it has the same name as a small hoover and is fairly fast, with good traction.



### Brimstone Yellow

One of the slower trucks but with great suspension — well suited to the twisting Devil's Kitchen track.



### Ice Breaker Blue

An ugly truck with only one redeeming feature — it has superb traction which makes it the ideal for the ice track.



### Rock Hopper Purple

If you were going to customise a truck for the Camber Pass track, this would be it — excellent traction and colour choice.

All of the trucks have three turbo boosts per race. These are activated by double clicking on the accelerator but have a slightly delayed reaction. Before using these ensure that you have plenty of clear track ahead of you, so that you don't go whizzing into another truck or straight into a piece of scenery.

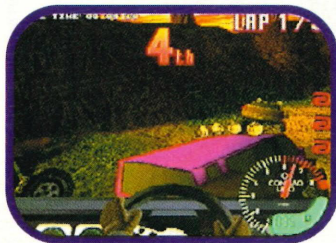
As if six top tracks and trucks aren't enough to keep you occupied, we've managed to get hold of a few cheat codes, which are guaranteed to increase your gaming pleasure. To enter the

following codes you'll need to choose the time trial option and go to the edit names screen. When you've entered a code successfully, you'll be greeted by a mugshot of one of the boys at Gremlin. Don't worry, you'll have a chance to shoot it later when you try out the 'Roids cheat.

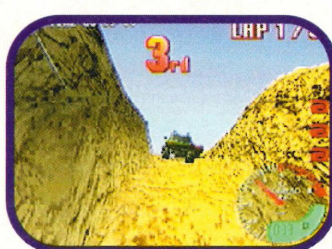
**MAINLINE** — If you're having trouble reaching the higher classes but fancy having a go with the big boys, this code will allow you to select both the Pro and Extreme options.







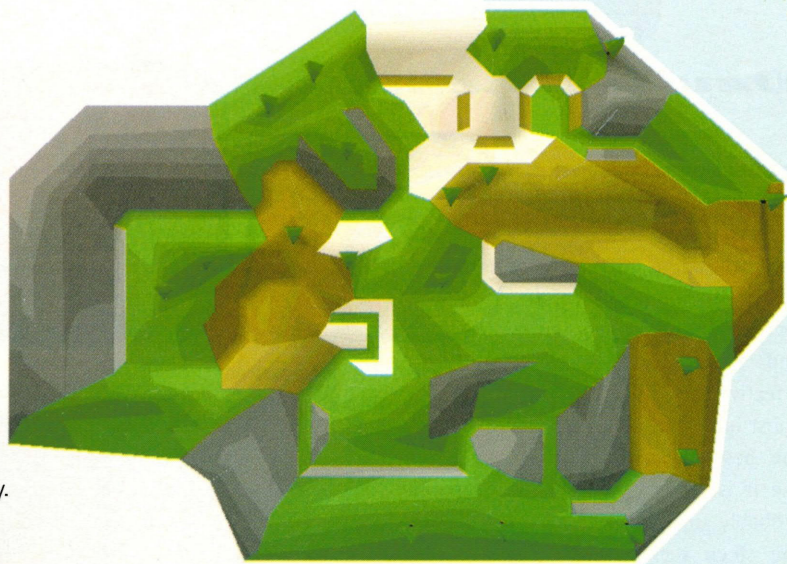
**RAINFROG** — One of those unusual cheats that does exactly what it says! If you're fed up with driving in the rain and would much rather drive with a plague of frogs falling from the sky, then this is the cheat for you. Unfortunately, the frogs turn out to be nothing more than exhaust fume induced hallucinations — after all, if they were real they'd get mashed up under your tyres and stuff wouldn't they!



**DUTCHMAN** — Once you've entered this code, you need to go to the credits option. In here you'll find an *Asteroids* clone called 'Roids. This is basically an opportunity to meet the programmers, in the form of severed heads, and then fly amongst them with a large gun. The controls are:  
X - fire and O - thrust.

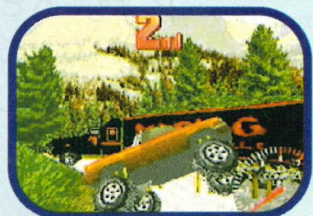
## Dynamite Pass

This track is probably the easiest of the six but can still be very tricky in places. None of the corners are too sharp but some of them are on difficult slopes, making it easy to roll over. The first part of the course is an uphill climb, made fiddly by a couple of narrow bridges that have to be crossed — failure to make these bridges first time almost always results in losing a lot of time. The second half of the circuit is a downhill sprint where you can really build up your speed, if you manage to avoid making contact with the scenery.



## Ground Zero Gulch

A couple of sharp bends and corners, which sneak up on you when you're not looking but some of the bumps in the track actually seem to assist you. Pay attention to the signs dotted around the course, they quite often warn you of tight turns that are otherwise unseen until you reach them. Avoid contact with other trucks whenever possible, because the narrow sections are all too easy to spin out on.







## Arctic Inferno



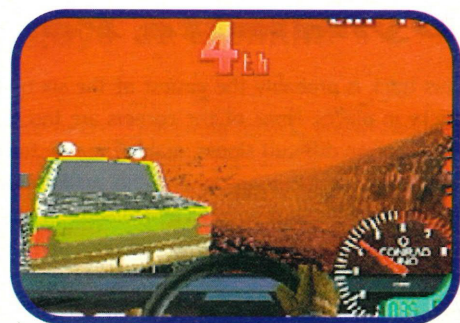
The most difficult track of the lot, not only because of its design but because you also spend most of the race driving on ice. You'll need good reactions to cope with the hills and sharp corners, especially if you're not in the Ice Breaker. Be sure not to oversteer

on some of the corners; you'll soon find yourself facing in the wrong direction and taking on all of the oncoming traffic. Oops!



## Devils Kitchen

The first stage of this course is fairly flat with long sweeping corners, allowing you to build up speed before the bumpy second section. The sharp corners and loose sand make effective use of the turbo boost quite difficult – the best place to use it is most probably up by the steep rock climb – where you may well find yourself struggling if you're unaided.







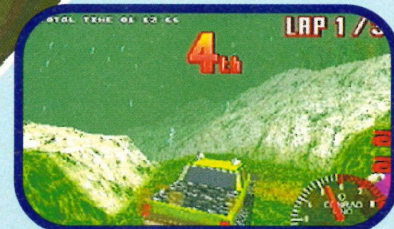
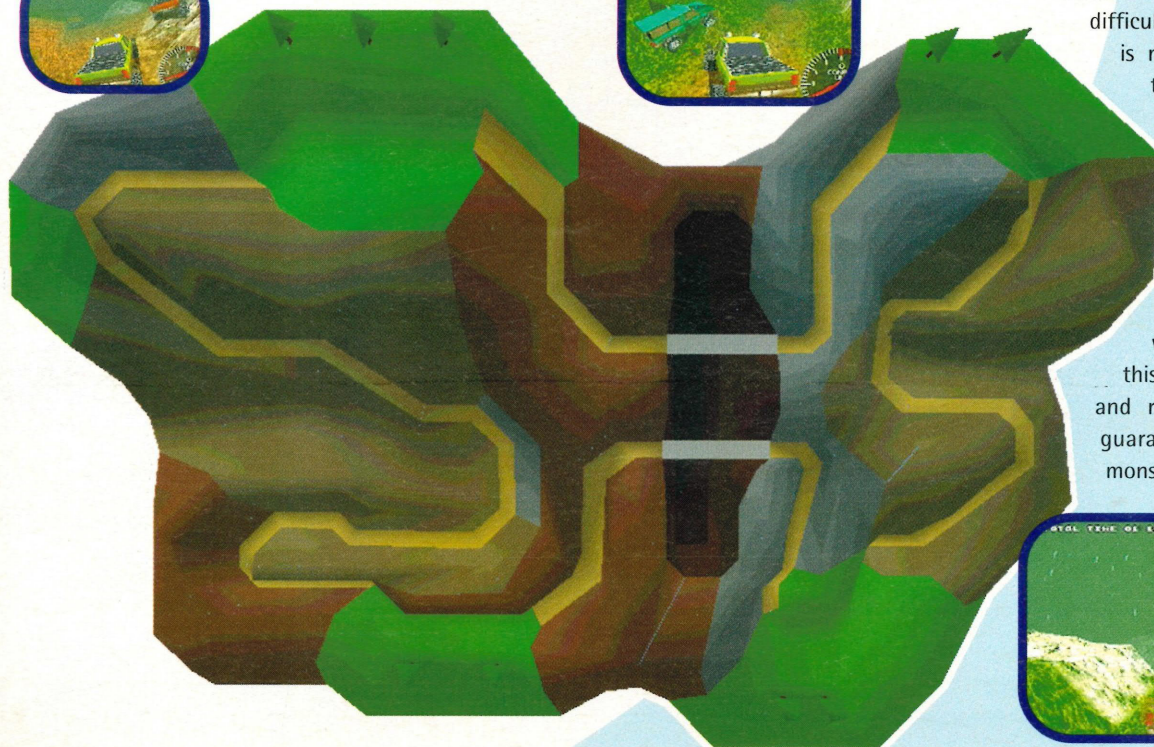
## Hades Highway

The deceptively tight corners on this track, coupled with the loose rock surface, give it an unusual feel. Overtaking is very difficult here, so it's important to take the lead early on, possibly by using a turbo boost at the start. Choose a truck with good traction and pray that the weather is on your side – the more adverse conditions are, especially bad on this tricky course.



## Mercurial Forest

The only course in the game where you get to try out your truck on the tarmac! The two short stretches of road are ideal opportunities to use your turbo boosts and pick up a bit of speed. Off the road, this is one of the more difficult tracks to master. There is more than one route to take through certain sections, which might not make a lot of difference in a time trial but can make overtaking a whole lot easier in race conditions. Pick a truck with good suspension for this one because the rocks and razor sharp corners are guaranteed to give you a monstrously bumpy ride.







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# TOTAL SATURN

## Mini Tips

This month we're more full of tips than the smallest wicker basket in the world, stuffed full with three thousand fluffy little kittens. Ahh! Ain't that cute?

### Alien Trilogy

#### Level Select

Get into the carnage quicker with this code. At the password screen, enter 'FLYTO' followed by the level you desire — for example, 'FLYTO14' for level 14.

#### Unlimited Ammo

Enter the password 'FILLMYPOCK1TS'.

### Astal

#### Invincibility

During the game press start (pause) and enter Up, Y, Left, A, Down, B, Right, C. You can now walk through opponents without damage. This code only lasts during the current stage, but can be used repeatedly.

#### Refill Energy Meter

During game, press start (pause) and enter Down, R, Up, L, X, A, Y, B, Z, C, Right, Left. Your energy meter will be refilled.

#### Quick Death

When using the invincible mode, to kill yourself (if you get stuck) pause Astal and enter L, A, R, C, B.

#### Secret Mode and Stage Select

The Secret Mode code must be entered in first for the Stage Select code to work. First go to the options screen and, using the second controller, enter Left, Right, Left, Right, Up, Down, L, R, Start. You can now change the number of players to 99. Return to the main menu and enter the following, using controller one:

Up, Down, Left, Right, L, R, A, Y, C, Z, B, X.

### Baku Baku

For league mode, at the start screen press: B, A, C, Up, B, A, C, Up, Start.

### Black Fire

#### Reload / Refuel

1: At the 'press start' screen enter: L(shift), A, Z, Y, A, Down, Down.

2: Then simply pause/unpause during game to refuel and reload.

#### Level Skip

At the 'press start' screen do this — carefully!

1: Press and hold C, press and hold B, press and hold A, press and hold Up, then finally

press and hold down key L(shift).

2: Release A, release C, release L(shift), then release Up.

3: A voice should say 'Blackhole engaged'.

4: During the game press and hold down: A+B+C+Up+L(shift) to advance.

Alternatively, hold:

X+Y+Z+Up+L(shift) to go back.

#### God Mode

At the 'press start' screen, simply do these steps very carefully!

1: Press and hold A, press and hold B, press and hold C.

2: Then, release C, release B, release A.

3: Enter B, A, B, Y, HOLD X, Up, HOLD Down, release X, release Down.

4: A voice should then say 'you are on the wrong team'.

#### View Animation Sequence

At the title screen press Start, followed by: Z, A, Z, A, B, A, B, Y, C, A, C, A

### Bug!

#### Stage Select

At the main menu screen, enter B, A, B, Y, Down, Right, A, L, Down.

Bug will confirm the code. During the game hold down L and press up to go to the next stage, or down to go to the previous stage.

#### Replenish Continues

1: First, you must earn three continues (to get complete Insectia).

2: The next time you are back at the 'Press Start' screen again, hold down Right and press Start.

3: At the main menu, again hold Right and press Start.

4: The continues should now be replenished.

### Clockwork Knight

#### Stage Select

At the title screen, enter Left, Up, Right, Down, Down, Right, Right, Up and R. The final stage can be added with Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up and R.

#### 999 Lives

At the title screen, enter Up, Right 9 times, Down 6 times, Left 7 times, Z, X, Y, Y, Z.

#### Million Point Bonus

Finish stage 2-2 in under 30 seconds.

### ClockWork Knight 2

#### Stage Select

At the title screen, enter Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up.

#### 999 Lives

At the title screen, enter Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, then Down.

#### View Ending

At the title screen, enter Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down.

#### Hidden Games

At the title screen, enter Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z.

### Cyber Speedway

#### Hide Gauges

Press A, B and C during the race to hide all of the gauges.

### Darius Gaiden

#### Levels

To access 'Very Easy' and 'Abnormal' levels from the options menu, Hold down X and press Z, C, L, B, Left, R, L. You should then hear a sound to confirm the code.

#### Rapid Fire

Hold down B. Press Y, Right, Left, X, Z, L, R.

#### Nine Credits for Each Player

Press X, A, L, R, Left. Hold down L, press X, C, Z, A, Right, Right. You'll hear a sound.

### Dark Stalkers

#### Change Morgan's Outfit

When Morgan wins the round, press either the Left or Right button to be able to change her outfit instead of her doing a winning pose.

#### Japanese Import Cheat

Press B, X, Down, A, Y on option screen for the appendix menu. You will now hear a chime and a new menu will appear at the bottom of the screen. Here you will be able to select extras from:

Turbo — Free Select/On/Off

Auto Guard — Free Select/On/Off

Max Rounds — 1 Round/3 Rounds/5 Rounds

BGM (Background Music)

Hunter(Vampire Hunter)

Classic (Darkstalkers/Vampire)

Random Scenery

(Backgrounds) Hunter/Classic/Random

CPU Colour Hunter/Classic/Random

These options save to memory.

### NBA JAM TE

#### Full Rosters

Hold down L and R, then enter:

FIN Jan 1 for initials.

#### Secret Characters

(Hold down L and R while entering)

Catling:	CAT Jan 2
Hutchinson:	BAR Apr 9
D Falcus:	DAZ Aug 6
Tunncliffe:	SAT May 7
J Falcus:	JAS Nov 16
Mad Mike:	MUS Dec 24
McHugh:	BAA Jul 12
Gray:	ROB Feb 23
Higgins:	TOM Feb 19
Hill:	ZIG Apr 7
Snake:	SNK Jun 15
J Moon:	JAY Aug 24
Brutah:	GOW Jul 17
Weasel:	DAN Jan 2
Fumungus:	GUN Jan 11
Kabuki:	KUB Apr 14
Max:	LIZ Aug 7
Magic Hair:	STH Dec 8
Boo-Boo:	THI Nov 1
Pistol:	WAN Jun 10
Carlton:	CAL Mar 25
Divita:	DIV Jul 3
Goskie:	GOS Jan 6
Liptak:	LIP Jan 14
Turmell:	TUR Jan 31
Fresh Prince:	FRS Feb 2
Jazzy Jeff:	JAZ Oct 9
Heavy D:	HEA Jan 9
Bill Clinton:	BIL Jun 3
Hillary Clinton:	HIL Nov 6
Prince Charles:	CHA May 4
Frank Thomas:	FNK Jan 8
Benny:	BEN Sep 20
Blaze:	BLZ Jan 14
Crunch:	WOL Mar 7
Gordon:	GOR Jul 3





Renaldo:	REN Feb 4
Shelley:	SHY Jun 8
Moore:	MOE Jun 8
Sequoia:	SAW Apr 10
Kirby:	CHR Dec 18
Larry Bird:	LAR Jan 15
Charlotte Hornet:	HOR Jun 12
Phoenix Gorilla:	APE Apr 2
Beastie Boys	
Adrock:	ADR Apr 6
MC Adam Yauch:	MCA Apr 9
Mike D:	M_D Jul 1

Acclaim Team	
Magic Hair:	STH Dec 8
Chow Chow:	CHD May 5
Air-Dog:	AIR Jan 21

Iguana Team	
Hodgeson:	HOG Dec 31
Jax:	JAX Mar 1
Williams Team	
Rivett:	REV Jul 6

#### Mammoth Head

At the 'Tonight's Matchup' screen, enter B, A, Y, C. Repeat five times.

#### Baby Mode

At the 'Tonight's Matchup' screen, enter B, Y. Repeat five times.

#### Big Head

Again at the matchup screen, enter B, C, Y, A and repeat five times.

#### On Fire

Again at the matchup screen, enter B, B, Down, Down, A, A, Up, Left.

#### Defence

From the 'Tonight's Matchup' screen, enter Right, Up, Down, Right, Down then Up.

#### Quick Hands

At the 'Tonight's Matchup' screen, enter Left, Left, Left, Left, Y, Right.

#### Shot Percentage

At the 'Tonight's Matchup' screen, enter Up, Up, Down, Down, A.

#### Need for Speed

Warrior Car and Lost Vegas  
Go to the tournament, enter TSYBNS, then exit the tournament.

#### Race on dirt roads

To select, hold down L and R buttons when choosing a track.

#### NHL Power Play Hockey

##### Rad Army Cheat:

Hold A+Y+C when the screen fades from any screen to either the quick start, or main team select screens.

To the left of the Ducks logo you should now see the logo of the Rad Army Team.

#### NiGHTS Into Dreams

##### Acrobatics

Here's a more-or-less complete list of acrobatic techniques. The numbers below

indicate the direction in which Nights is facing in;

	6	
	8	4
		2
10	Nights	1
		3
	9	5
		7

In the tables below, 'Move' is the move to be performed, 'Direction' is the direction as indicated above, and 'Button' is the trigger to be pressed to execute the move.

Move	Direction	Button
Twister	1	R
Parasol	2	R
Roulette R	3	R
Arrow	4	R
Screw	5	R
Tornado	6	R
V-Fall	7	R
Ax R	8	R
Typhoon	9	R
Wind	10	R

Move	Direction	Button
Mixer	1	L
Dance	2	L
Roulette L	3	L
L-Wing	4	L
Basket	5	L
Ballet	6	L
T-Fal	7	L
Ax L	8	L
Dril	9	L
Space	10	L

Move	Direction	Button
Swing	1	R + L
Moon	2	R + L
Cross	3	R + L
Rock'n Roll	4	R + L
Triangle	5	R + L
Boomerang	6	R + L
Spin	7	R + L
Sling	8	R + L
Sonic	9	R + L
Scorpion	10	R + L

#### Bonus Images

For some nice screen shots and wallpaper, place the NiGHTS CD in a PC and look in the 'Extras' folder.

#### Off-World Interceptor

##### 9,999,900 dollars to spend

1: At the options menu, enter A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L.

2: Go and start either a normal Arcade or Story mode.

3: You will now have 9,999,900 dollars to spend as you wish.

#### Panzer Dragoon

##### Invincible Mode

At the main menu, enter L, L, R, R, Up, Down, Left and Right.

#### Wizard Mode

At the main menu, enter L, R, L, R, Up, Down, Up, Down, Left, Right. 'Wizard Mode' will appear on screen, and the game will now move at a faster rate.

#### Rolling Mode

At the main menu, enter Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left, Up. 'Rolling Mode' will appear on the screen, and you can now do a new barrel roll by tapping twice toward either the up+right direction, or up+left.

#### Harrier Mode

Set your Saturn's language setting to Deutsch. Then when you reach the game's main menu, enter Up, X, Right, X, Down, X, Left, X, Up, Y, Z.

When you start the game, you will be flying without the dragon.

#### Level Select

At the main menu, enter Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z. A menu of episodes will appear.

#### Episode 0

At the main menu, enter Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. This will start episode 0, in which groups of enemies will approach — the object is to shoot as many as possible before your energy meter, which decreases slowly throughout, runs out.

#### Improved Weapons

At the main menu, enter Up, X, Right, Y, Down, Z, Left, Y, Up, X. A dragon shriek will confirm the code is correct.

#### Firepower

When you start the game and the episode number appears on screen, hold the following, depending on which of the weapons you want for the normal shot and which for the lock-on shot.

Normal shot

X: regular

Y: rapid fire

Z: most powerful

Lock-on shot

A: regular

B: fancy, a circling orb appears for each locked-on target

C: most powerful

#### Infinite Continues

Press Start at the first title screen. Press Up, X, Right, Y, Down, Z, Left, Y, Up, X while the words Normal Game & Options are on the screen. You should hear a laser-like sound and now have infinite continues

#### Dragon Mode

To play as the dragon only, at the main menu enter the code for improved weapons. Then enter Left, Left, Right, Right, Up, Down, Up, Down, L, R.

A dragon's shriek will confirm the code. When playing in this mode the only weapon available is the lock-on weapon.

#### Unlimited Continues

At the Normal Game Options screen, hit Up, X, Right, Y, Down, Z, Left, Y, Up, X.

#### Polygon Sega Babe

If you beat the game without dying, the Sega Logo will turn into a Polygon Babe

#### The Ultimate Code

At the easy game options screen enter up, x, right, y, down, z, left, y, up, x. This code acts as if you beat the game on very hard without continuing. The polygon man becomes a girl, pressing x, y, or z at the episode screen changes the colour of your weapon.

#### Panzer Dragoon 2

##### 20 Lives

1: Pause the game

2: Press A

3: Release and then press Right and B

4: Release and then press Left, Down, and R

5: Release and then press Y, C and Z

##### 10 Continues

When you have one or no continues, at the Continue/Quit screen, enter:

Up, Down, Right, Left.

#### Robotica

##### Cheat Mode

While playing, hold down L and R on controller one, then on the second controller, press the following:

A: Recharge shield

B: Recharge generator

C: Refill bullets

X: Power up weapon

Y: Level item

Z: Load map

Start: Skip level

#### Sega Rally Championship Secret Car

On the mode select screen (Arcade/Time Attack) press X,Y,Z,Y,X and enter the wanted mode by pressing C button.

#### LakeSide Course

While holding X+Y, enter the Time Attack mode or, while keeping pressed X+Y, enter the Practice mode.

#### Hyper Car

Hold X and press C to choose a car on the selection screen.

#### Mirror Mode

Hold down Y and press C on the select game screen to enter Mirror Mode.

#### Camera Zoom During Replays

During replays, hold DOWN on the directional pad while pressing Z. Now, using the shoulder buttons you can control the camera zoom.

#### ShellShock

##### Cheat Menu:

In the hangar press Down, Up, Down, Up (7 times), Down, Down, A, A, A.





## Street Fighter Alpha

### Play as Akuma

Hold the Left and Right buttons, move to the ? box and press Away, Away, Away, Down, Down, Down, Jab and Strong Punch.

### Play as M. Bison

1: Hold the Left and Right buttons Down.  
2: Move to the ? box and press Away, Away, Down, Down, Away, Down, Down, Jab and Strong Punch.

### Play as Dan

1: Press and hold the Left and Right buttons and move to the ? box.  
2: Press Y, X, A, B, Y or Y, B, A, X, Y.

### Dramatic Battle

1: At the selection screen both characters hold Down the Left button, press Up 2 times, release the Left button, press Up 2 times.  
2: Player 1 press Jab  
3: Player 2 press Fierce

### Select Secret Characters

After you have entered any of the secret character codes once, all you then need to do is to highlight the ? box and then press Down, to cycle through the characters. Note that you must then beat the game with the character, in order for him to stay in the game's memory.

### Team Battle Mode

After entering the dramatic battle code once and beating M. Bison on one of the upper difficulty levels, on the main menu under 'training mode' a new team-battle mode will suddenly appear.

### Quick Super

Pick any character on Autoblock. To do a taunt in the middle of the game you must press the L and R buttons, but if you have a Super ready, press the appropriate punch and kick buttons for the super level you wish to execute. It may take a few tries, and there are many different supers for the various different characters.

### Fight Akuma

1: Select a character then after that hold the L and R buttons and the B button.  
2: Keep holding them down until he comes out of the screen.  
3: Akuma does his raging demon combo on your opponent, and then proceeds to beats the life out of you.

### Fight Dan

You must first beat the game without losing one round, when you should get the message 'A new fighter has entered the tournament'. You can now fight Dan. To

reach him you must win every fight, but you don't have to win every round. At the end of every round you win, hold down all three punch buttons X, Y and Z and the directional pad either Up, Down, Left, or Right. You must use the same direction every time. At the start of the sixth fight a message will flash 'A new challenger has entered the fight' — this will be Dan. After you beat Dan you will return to the sixth fight.

### Fight Dan the Easy Way

After winning the fifth, sixth, or seventh match hold down the L and R Buttons and Up on the D-Pad.

## Street Fighter Alpha 2

### Super Akuma

To play as Akuma in his Super Turbo outfit, do this...

- 1: Go to Akuma
- 2: Press Start first and then let go.
- 3: Go to Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, then back to Akuma.
- 4: Press and hold Start then press either the punch or kick buttons.

### Super Chun Li

To play as Chun Li in her Super Turbo outfit, do the following:

- 1: Press and hold down Start on Chun Li's icon.
- 2: Press either one of the punch or kick buttons.

## Street Fighter: The Movie

### Play as Akuma/Gouki

At the character selection screen, enter Up, B, Down, Z, Right, X, Left, and Y.

## Daytona USA

### Play as the horse

- 1: In the options set the difficulty to normal.
- 2: In the mode select screen be sure to choose the Saturn mode.
- 3: Place first in each of the three difficulties on each track.
- 4: After winning the third track, scroll until you see 'horse'.

### All ten cars and some horses

- 1: At the title screen, hold down Up and Left, A, B, X, Z, then press START.
- 2: Select Saturn Mode and you can choose

from all ten cars and the 1st set of horses.  
3: To get the second set of horses, finish first in the beginner track on endurance mode.

### Change Speedometer

At the title screen, hold down X, Y, and Z on the second controller, then press start on controller one. On the US versions the speedometer will change to kilometres per hour, while on Japanese versions of the game, the speedometer will change to miles per hour. What happens on the UK version is beyond us. We didn't bother to test this cheat, what with *Daytona USA* being the soiled pants of the Saturn driving world and all that.

### Maniac Mode

After the demo has run through its cycle and the Sega logo appears, enter Up, Up, Down, Down, Left, Right, Left, Right, A, B, C. You will hear a chime to confirm the code. The letter M will appear in the upper left corner to indicate Maniac Mode.

### Play AM2 Game Themes

When entering initials, music from many of the other AM2 games can be heard by entering these codes:

V.F	Virtua Fighter
A.B	Afterburner
ORS	Out Run
VMO	Sword of Vermillion
V.R	Virtua Racing
G.F	Galaxy Force
S.H	Space Harrier

### Extra Time

Press X three times as you pass the slot machine. If you get three sevens, extra time will be added. Where, we don't know... but we've a sneaking suspicion it's on the beginner mode.

### More Music Selection

- 1: On the option screen choose Key Assign.
- 2: Choose type B for the controller setting.
- 3: While choosing any track and car press and hold A, X, Y or Z, depending on which song you want to play.
- 4: Hold on until the game starts and you can now listen to the song you selected.

### Move Jeffrey

Press X to change the Jeffrey statue position as you pass or stop near it.

### Karaoke music in Arcade Mode

Listen to the background music and have lyrics at the bottom of the screen, by setting laps to normal and holding Up, while selecting with C.

### Select Music

With the controller type set to B, press X, Y, or Z at the 'Gentlemen! Start your engines!' screen, to choose different music.

### Remove Demo Car Tyres

- 1: When the tires are removed during a pit stop, you can reset the machine by pressing Start, and A, B and C.
- 2: When the demo starts, the car will not

have any tires. Watch as it comically wobbles around the track...

### Helicopter View

When viewing the replay from a Time Lap run in Saturn Mode, press R to switch to an overhead helicopter view.

### Rocket Start

- 1: While at the starting grid of the Advanced or Expert courses, hold B (brake).
- 2: Now press and hold accelerate.
- 3: While accelerating, keeping your RPMs between 6500 and 70. When the race starts release the brake but hold the accelerator.
- 4: Get ready to fly by your opponents.

### Attract Leader

At any point in the race hold down Z to bring the lead car towards you. Now pass him!

### Easy Horse

On the title screen hold up-left, A, B, X, Z, and then press Start.

### Driving on the Grass

When driving the green car or the horses, you can travel as fast on the grass as you can on the street — there's no slowdown.

### Car Select

- 1: At the title screen hold down/right with L, R, C, Y.
- 2: Once you have all those buttons pressed down, hit Start.

## Earthworm Jim 2

### Level Passwords:

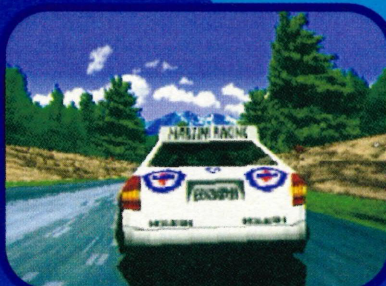
- Level 2: gun - energy - blue gun - sandwich - can worms  
Level 3: bubblegun - sandwich - sandwich - bubble gun - energy  
Level 4: 3 gun - gun - missile gun - 3 gun - blue gun  
Level 5: energy - bubble gun - bullet - can worms - Jim  
Level 6: bullet - sandwich - gun - Jim - gun  
Level 7: missile gun - blue gun - bubble gun - bullet - sandwich  
Level 8: blue gun - can worms - bullet - missile gun - Jim  
Level 9: bullet - gun - missile gun - bullet - Jim  
Level 10: sandwich - gun - Jim - blue gun - blue gun  
Level 11: 3 gun - bullet - bubble gun - energy - bubble gun  
Level 12: missile gun - energy - bullet - energy - energy

## F1 Challenge

### Starting Position Codes

Enter these after you have selected Automatic or Manual Transmission.

- 1st Place: L, X, Y, Z  
4th Place: L, X, Y  
7th Place: L, X, Z  
10th Place: L, X  
13th Place: L, Y, Z  
16th Place: L, Y  
19th Place: L, Z  
22nd Place: L







## Fighting Vipers

### Big Heads

To activate the big heads option in the option plus menu, you must fight a hundred matches in the VS or Arcade modes.

### Invisible Walls

To activate the invisible walls option in the option plus menu, you must successfully perform 350 MOVES in the training mode.

### Options Plus

To get this menu, you must beat the game in normal mode or harder mode, with any character you choose.

### Play as BM

To play as the tough end boss, BM (Big Mahler) you must win the game on Very Hard with any character. BM is only playable in the VS mode.

### Play as Kumachan

To play as Kumachan the bear, you must fight 50 rounds in the arcade or VS modes. To play as Panda Kumachan, put the cursor over Kumachan on the player select screen, and select him while holding "up".

### Play as Mahler

To play the the smaller version of the end boss, you must win the game with any character in normal mode.



## Guardian Heroes

### 99 Continues

Start a game on Easy, then press Reset. Return to the Options menu and select any difficulty. You'll have 99 continues and a far better chance of victory.

### Debug Mode — Import

In debug mode you can access a ton of options, including stage select, maximum life, level skip, and others. To enable this mode, enter Option mode and press A + Y + C. Enter the Setup screen and you'll see a new Debug option appear.

After you've enabled debug mode, you have a choice of several options, including Start

at Level 200, Stage Select, Max or Zero life.

1: Pause the game.

2: Hold X + Y + Z.

3: Press Up for maximum life or Down for zero life, Forward or go Back to different battle scenes.

- Forward 1 scene R + Start
  - Forward 2 scenes R + A + Start
  - Forward 3 scenes R + B + Start
  - Forward 4 scenes R + C + Start
  - Backwards 1 scene L + R + Start
  - Backwards 2 scenes L + R + A + Start
  - Backwards 3 scenes L + R + B + Start
  - Backwards 4 scenes L + R + C + Start
- Play loads of characters and visit all levels!

### Free Experience

For free experience, enable the 99 Continues code, then reset the game while playing. The Experience menu will appear. The downside? Each use of this trick costs one continue.

### Hidden Arena

While playing in Story Mode, you can get to the arena in stages 3, 5 and 12. To do so, kill all the enemies on the level (including the hidden plants and dysfunctional robot on stage 3). When you've done this, jump to the back of the screen (the third row) and walk past the sign.

## Gex

### Passwords

- |              |          |
|--------------|----------|
| Graveyard 3: | TXZFKHGP |
| Toon Land 1: | CYRFYHGP |
| Toon Land 3: | BYTCYHGP |

## Hang On GP

### Special Course Select

- 1: Begin the game, then go to the Option select screen.
- 2: Enter into the Mode Select screen, move the cursor to Options and tap R, R, L, R, R.
- 3: You may now choose any course.

### Super Cycle

On any course, first win the cup, then go back and try to beat your own time by at least one minute and twenty-nine seconds. The Super Cycle will then be available on Machine Select screen

## The Horde

### Tips

One of the most common mistakes that causes players financial trouble, is NOT selling back items before moving onto the next land. When you 'dig up' a cow, fence, pit, soldier or whatever, you get back money equal to what it cost to place that object down in the first place. For example, in the Shinto Plains at the winter of year three, make sure that you sell all your cows and stuff. The Tree Realms goes to year four, so sell your stuff in the winter of that year. Each 'land' lasts one year longer than the previous one.

### Shinto Plains

No hidden items. Start off by chopping down trees and planting as many saplings as you can. Repeat this for a few seasons until you have enough to buy a cow. Place cows in the south of your town, as hordlings come mostly from the north. Keep making more and more cows and saplings, so that you have ten or more cows by the end of year three. Don't forget to pick them all back up in the winter before you go to the Tree Realms of Alburga!

### Tree Realms of Alburga

Plant as many saplings as you possibly can. This means you must keep planting until it says 'at max' in your inventory box. After the hordlings come, plant more to replace the ones they destroy. After a few rounds of this, the Dryad will give you the Boots of Boogie.

### Fetid Swamps of Buuzal

Around the third year or so, your map will become large enough to show two 'arrows' made up of stones (apparent on the overview map). Dig at the intersection of these two invisible lines to find the Magic Flute. This is probably the most useful (and definitely the most annoying sounding) item in the whole game.

### Kar-Nyar Desert

Keep making those waterways! A tree will grow when you get water to an odd-looking bush, which grows in a random spot. The tree frog wants the three foods you can find scattered around the desert — the Blue Fruit, Green Meat, and Purple Seeds. Just set them down next to the tree and in exchange he'll give you his Trident.



## Fifa '96

### Secret Options Menu

Start a game, pause it, select options and enter one of the codes below. You will hear a sound. Exit the options menu, going back to the menu with Resume Game as a choice.

- |                  |           |
|------------------|-----------|
| Invisible Walls: | BBBZAAAZ  |
| Curve Ball:      | ZABZBB    |
| Super Power:     | ZAZZZZZZZ |
| Super Goalie:    | AAAAZZZZZ |
| Super Offense:   | AAAAAZB   |
| Super Defence:   | ZZZZBZ    |
| Penalties:       | AZABAZ    |
| Stupid Team:     | AZBAZB    |
| Dream Team:      | AAZZBBAA  |

Press A. You will get a secret options menu. Other choices require another code. Use Left/Right on control pad to change settings.







## Mini Tips

### Frozen Wastes of Vesh

Use bombs to blow away the snow in the preparation stage (this is the only land where you can use bombs during this stage), or summon Roscoe to melt away huge strips during the battle stages. Be careful with Roscoe, though — he does tend to level houses really quickly.

### Impact Racing Invincibility

For an indestructible car, simply enter the password "I.AM.IMORTAL".

### Unlimited Ammo

The password "LOADSOFSTUFF:" grants unlimited ammo for any weapon you acquire. The colon at the end is not a typo.

### Johnny Bazookatone

#### Level Codes

Level 1: ZARTACLA  
Level 2: RINGMYBELL  
Level 3: SCRAMBLED  
Level 4: ANASTHETIC  
Level 5: ETAGSLLEH

#### Passwords

KRISTIAN: Level select  
PILCHARD: Enter this superb code and you will be invisible to your opponent

### Mortal Kombat 2

#### Hidden Menu:

During the beginning of the intro press Down, Up, Left, Left, A, Right, Right, B, Y, C.

### NBA Action

#### Freefloating Replay

Pause, select replay and change the camera angles. Hold down L and R. To move around hold down the shift button and the Z button and use the D-Pad to move.

#### Change side of Court

Go to the main play menu. Highlight court and hold down the R, then hit Z.

#### Alley Oop Dunk

Simultaneously press R, B, and Up.

### Ultimate Mortal Kombat 3

Enter the following codes on the purple skeleton screen.

#### FreePlay Mode:

Up, Up, Right, Right, Left, Left, Down, Down or Up, Up, Left, Left, Right, Right, Down, Down. If you did it correctly a voice should say "Excellent" Then wait for the menus and whatever you do, don't push any buttons. Either of these codes are supposed to put you in freeplay mode.

#### Hidden Character Codes:

These codes are presented in the following button order: X, Y, Z, A, B, C.

Mileena: 7, 0, 0, 7, 2, 3  
Classic Sub-Zero: 7, 6, 0, 5, 2, 0  
ERMACE: 9, 6, 4, 2, 4, 0

#### Play Human Smoke:

Player 1: After selecting the robot, hold

Left+HP+BLOCK+HK+Run. To achieve the same result for Player 2: use the above code but substitute Right for the Left.

#### Shao Khan's Treasure:

The first ten are available at different difficulty levels, the last two are available when you win an eight person tournament or beat Shao Khan on the 4th Tower (Path Select).

- 1 (Dragon) Outcome
- 2 (MK) Play Galaga
- 3 (Yin Yang) Fight Ermac
- 4 (3) Fight Noob Saibot
- 5 (?) Random
- 6 (Lightning Bolt) Fatality Demo 1
- 7 (Goro) Fatality Demo 2
- 8 (Raiden) Fatality demo 3
- 9 (Shao Kahn) Fight Noob Saibot and Ermac
- 10 (Skull) Classic Match
- 11 (?) Mega Endurance Match
- 12 (?) Supreme Demo

#### Random Select:

Hold Up and press Start.

#### Gain extra treasures of Shao Kahn:

If you beat the game on second Master Mode and get to the treasures of Shao Kahn, go to the last one on the right and now push right one more time for more treasures!

#### Additional VS

##### Kombat Codes:

390-000 Player 1 will inflict half usual damage  
Code:000-390 Player 2 will

inflicts half damage  
390-390 Both Players inflict half damage

722-722 Combo System is instantly Enabled

321-789 Super Run Jumps  
555-556 Special Moves Disabled  
688-433 Quick Uppercuts  
040-404 Real Kombat  
024-689 Super Endurance  
975-310 Regenerating Powerbars

#### Smoke Morph for Shand Tsung:

Back, Back, Down, LK (do this fast)

### Virtua Fighter

#### Play as Dural

At the character select screen, spell her name like this:  
DOWN, UP, RIGHT, A + LEFT

#### Ring Size

At the 'Press Start' screen, enter...

UP (12 times), START

Now enter the options screen. Move the cursor down to Exit, then press down once more. The cursor will disappear.

Press A and a second options screen will appear, allowing you to change the ring.

#### Change in VS mode

After a match press both L and R.

#### Add Dural to Ranking

At the 'Press Start' screen, quickly press UP (17 times), then Start.

#### Colours

Using the L+R trick in Vs mode you can choose the clothes of your character by which button you press...

Start = 1P scheme

A = primary scheme

C = alternate scheme

Note the wording here, because the primary scheme for 2P is the alternate for 1P — think as if you were playing a normal, same character vs same character match.

To have both players as jumpsuit Sarah, both players can hit Start, or player 1 hits A and player 2 hits C.

To have both players as cut off and jeans Sarah, player 1 should hit C and player 2 should hit A. It doesn't matter which button you hit to select the stage.

### Virtua Fighter 2

#### Play as Dural

At the character select screen, spell her name like this:  
Down, Up, Right, A and Left

#### Play as Gold Dural

Down, Up, Left, A and Right

TIP — Defeat the game easily to gain an extra options menu.

You can easily defeat the game to get the extra features by first wiping the main memory clear of the VF2 entry, then turn learn mode off and finally defeat the game on Expert Mode.

#### Alternate Clothing

It's in the manual, but who reads them? Hold down UP on the D-pad when selecting your chosen character.

#### Slow Motion Replay

Right after the last hit in the round is made, hold down A, B and C on your controller to get a slow motion replay.

#### Alternative Camera

When you are in Watch mode, press X on player one's controller and it will let you see the match from a diverse camera angle.

#### Jeffrey's 'Teleport' Code

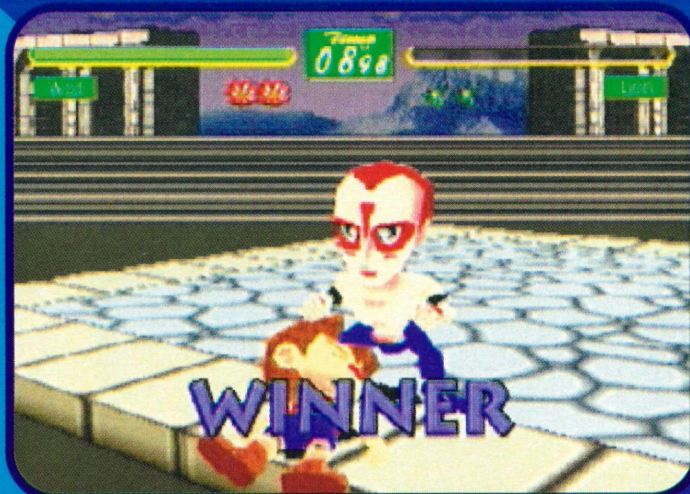
To do this trick pick Jeffrey and Shun. Make Shun sit down, then do Jeffrey's semi power bomb and see what happens. This cheat can be done anywhere.

#### Copy Taunt Trick Code

Make your opponent stand on the edge of the ring, so, when the announcer says "Time Out", the opponent will stumble out







of the ring, and instead of doing his losing animation, he will copy the winners victory animation. It helps if the characters are perpendicular to the edge of the ring, instead of at an angle.

#### Watch the Credits Code

Hold down all six buttons during the demo of the game and the credits will roll by.

#### Virtua Fighter Kids

##### Play as Dural

In the character selection, highlight Akira and press Down, Up, Right, Left and A.

#### FMV Endings

Beat the game in Arcade mode and you will get treated to a FMV for your character. Then a mini movie theatre option opens up in the options screen, which allows you to watch the endings for the characters you have won with.

#### Wireframe Mode

Hold the L while selecting a character and hold it until the game begins. Note: You may have to view all the players' endings for this code to actually work.

#### Something Fishy

At the select menu, after you do the Dural code, press and hold down C (when you choose between normal and kids mode) until the match begins.



#### Select Camera Angles

In watch mode you have a choice of seven different camera angles. Press X to get a random angle, and from there press any of the buttons (L, R, X, Y, Z, A, B, C).

#### First Person View

Hold the L and R buttons to choose a character, hold it until the fight start. This provides you with first person view mode.

#### Virtual On Colour Shift

To change your mech's colour, press Left Shift to make a choice on the Select screen.

#### Crouch Attack

To perform a crouch attack, press Left or Right or Down and Left Shift and Right Shift and A or C or Y.

#### Play as VR Jaguarundi

At the start screen, hold Down and press both Left Shift and Right Shift. If you did this correctly a chime will sound and VR Jaguarundi will be selectable.

#### Special Attacks — Temjim and Viper 2

Temjim and Viper 2 can perform special high-powered attacks if their weapon gauge is full. To do so, jump and press Up, Up and Y, Y while you're in the air and you'll soon be special attacking.

#### World Wide Soccer

##### Move Flags

When the flags are being shown on the screen, hold L or R and use the D-pad to change the way the flags move. Um, that's a bit of a crap cheat, isn't it? Well, what do you expect for £4.99? Quality cheating merchandise?

#### Worms

##### New Weapons

At the weapon options screen press C + Z 9 times. If you did this right, new weapons should appear.

#### X-Men: COTA

##### Speed Up Loading Time

While continuing, hold down the L and R buttons to keep the same characters and reduce the loading time.

##### Quick Select

If you hold the L and R buttons in 2 player mode it acts as a quick select so you don't have to re-choose your options again.

##### Play As Akuma

To play as Akuma, perform the following while on the Character Select screen in Arcade or Versus mode:

##### USA Version:

###### On 1P Side

Move the icon to Sprial and wait 3 seconds. Then, without stopping, move through Silver Samurai, Psylocke, Colossus, Cyclops, Wolverine, Omega Red, and then stop on Silver Samurai. Wait three seconds then press A, C, and Z simultaneously.

###### On 2P Side

Move the icon to Storm and wait 3 seconds. Then without stopping, move through Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, and then stop on Sprial. Wait three seconds then press A, C, and Z simultaneously.

##### Japanese Version:

###### On 1P Side

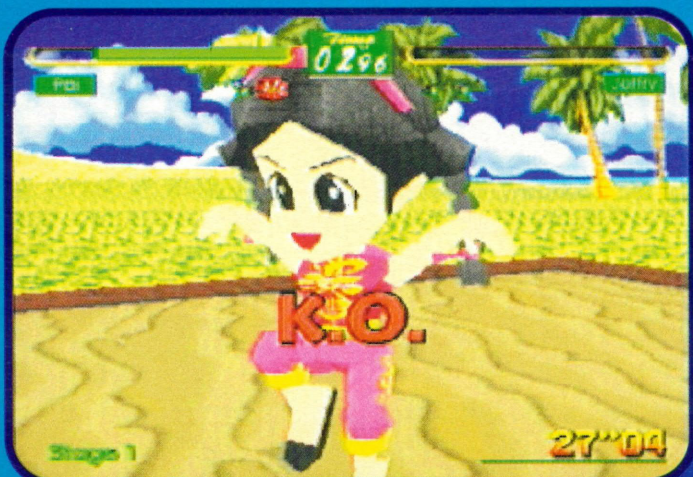
Move the icon to Spiral and wait three seconds. Then, without stopping, move through Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, and then stop on Silver Samurai. Wait three seconds then press A, C, and Z simultaneously.

###### On 2P Side

Go through Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, and then stop on Spiral. Wait three seconds then press A, C and Z together simultaneously.

##### Play as Juggernaut

In 2 player VS mode, use the code to play as Akuma. After the fight, continue and at the character select screen, tap Up and Left twice. Juggernaut should show up on the second tap. (Works for both players)





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# Next Month

Another issue done and dusted. Now we can relax, for a few hours at least. But not too long, because before you know it the next deadline will be upon us and the likes of *Die Hard Arcade*, *Independence Day* and *Space Jam* will be winging their way for review. Well, hopefully. The problem with these next mumf page-type things, is it's all too easy to promise this and that but at the end of the day, we're entirely at the mercy of the software publishers. We know they mean well, but their release schedules are the most bizarre works of fiction and if we don't have what we say we will, then you lot get all shirty. Moan, whinge. Rest assured we'll have the best games available but if there's the odd one missing, it's not our fault, okay!



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